

PlayStation

magazine

Crash Team Racing



PlayStation®2

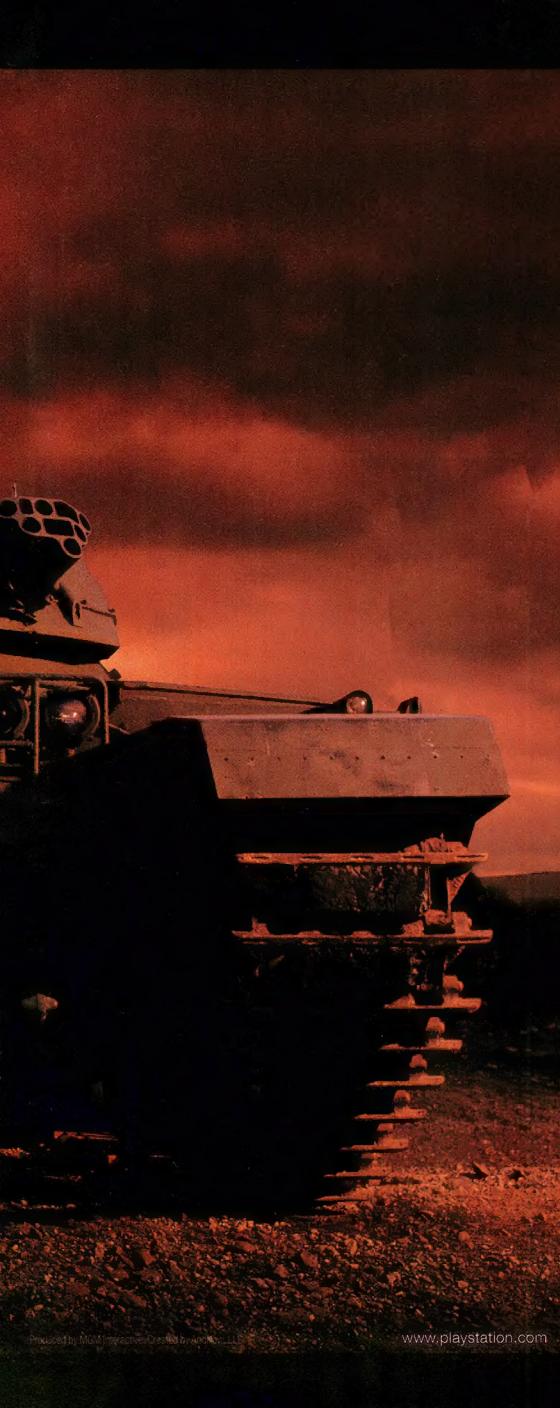


TEST
DRIVE





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www.playstation.com



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Between the excitement of PlayStation2 and the late nights at the office spent wrapping up this issue, Kraig is one drained Editor-in-Chief. It is truly an exciting time to be a PlayStation fan and owner!

The Moment We've All Been Waiting For

In the past couple of years we've heard the words *convergence* and *integration* thrown around way too many times. They are undoubtedly two of the most overused and unrealized buzz words in the computer industry and mainstream media today. But as of the unveiling of the PlayStation2 in Japan, those words finally mean something.

Now that Sony has at long last taken the final wraps off the new PlayStation, *OPM* can finally confirm what we already assumed: that Sony is planning for the future by delivering something wholly new and innovative. Something that isn't just a games machine—not as we know it, anyway.

The PlayStation2's unique and futuristic design speaks volumes more than anything I could rant about regarding where Sony is headed with this marvel. They've taken subtle as well as drastic measures to make sure the PlayStation2 will look and fit comfortably in your living room home theater—right down to including a CD/DVD loading tray that is usually reserved for other non-game-playing components. It even supports DTS and Dolby Digital.

Of course, Sony has higher aspirations for PlayStation2 than to simply have it rest on your entertainment center as an equal to all of your entertainment components. Rather, it will strive to be the center of them—and that's where convergence comes in. The safe bet is that within a short few years, the Internet will begin to shift to a truly mass-market entertainment medium that will move from desktop computers to set-top boxes in everyone's living room. And why not have a set-top box that plays great games, DVD movies, audio CDs, and can link up with just about every electronic device that you want it to, not to mention the Internet?

So far, the transition to a "does everything" set-top, high-bandwidth Internet box has been a slow one, but I think Phil Harrison put it brilliantly when he suggested that the PlayStation2 would be the "killer app" that drives everyone to wanting one. And I think he's right. At this moment high-bandwidth access in your living room is a luxury, not something that everyone feels they must have—even though it is undoubtedly the future. But think about having a lag-free Gran Turismo race with 10 human racers, or an eight-player Tekken game with people playing from all across the U.S. This is the world that they're striving for—and I can't imagine anyone not wanting a piece of it.

Granted, getting this up and running at full speed will take awhile—but it will happen. Right now, the world isn't quite ready for affordable high-speed Internet access, and so Sony is carefully planning for 2001 to unleash that part of the PlayStation2's capabilities. It's a far cry better than just sticking an obsolete modem in the box that wouldn't be capable of doing much more than downloading recipes. Besides, if you want to do that, we're sure the PlayStation2 will be more than able.

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The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

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Dale Strang

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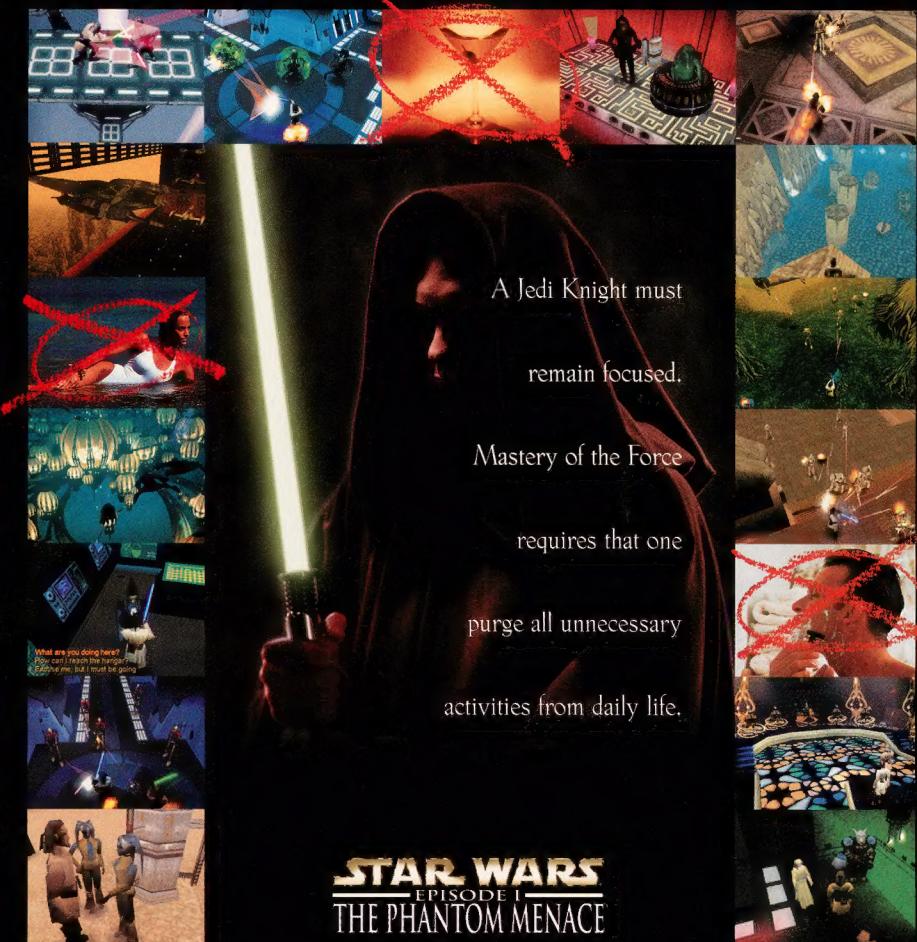
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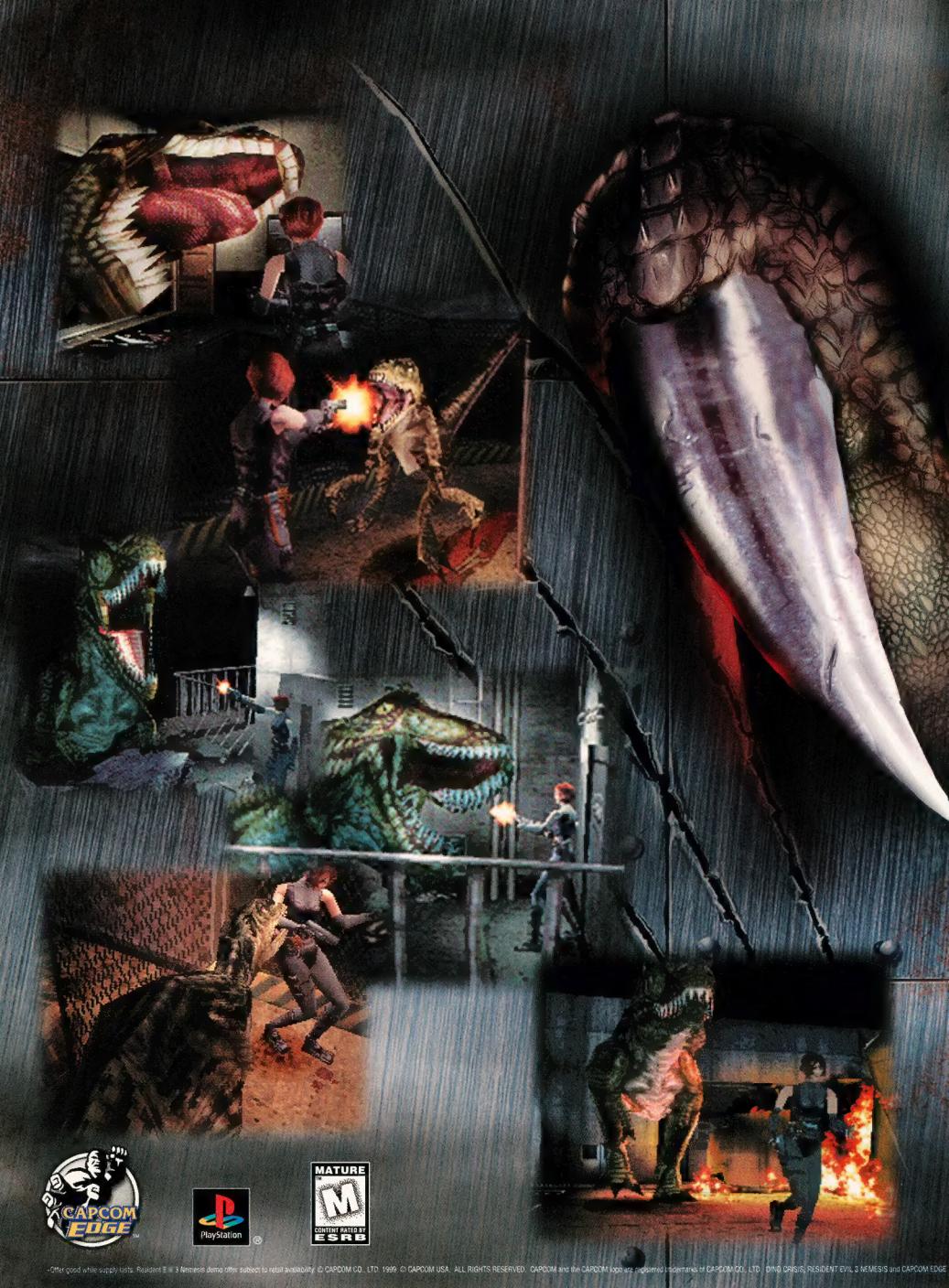
As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



www.lucasarts.com/products/phantommenace

www.starwars.com

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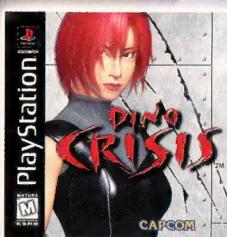
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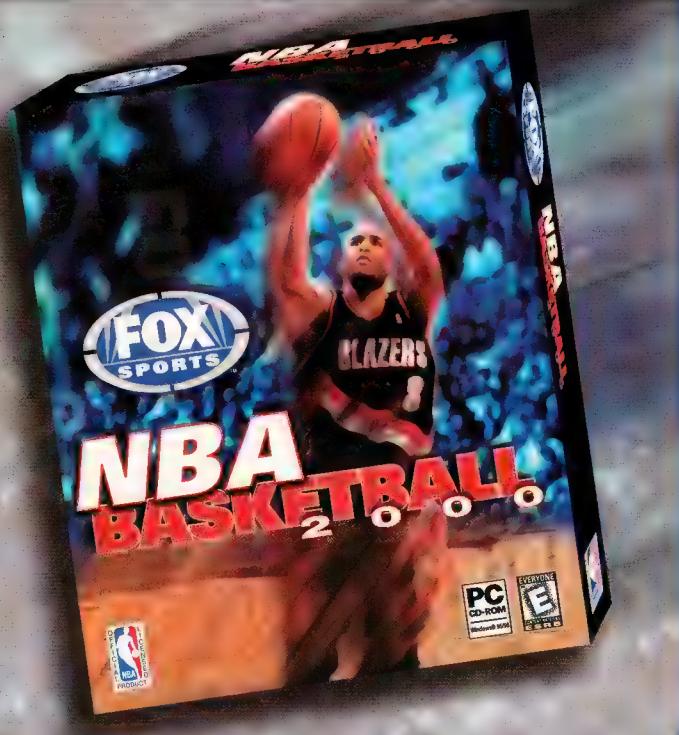
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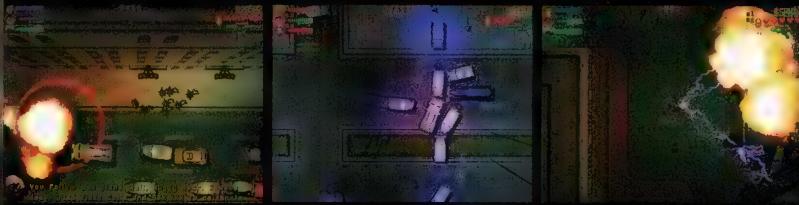


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Contents

PlayStation2



PlayStation2 is finally here, and we've got five jam-packed pages of incredible coverage with each and every juicy detail you crave.

30

Tomb With a View



Will Lara Croft leave the current PlayStation with a whimper, or will she depart for the PlayStation2 after giving us a true revelation worth remembering?

108

Resident Evil 3



Scared by that gruesome image to the left? Then just wait until you see all the gory details in our preview of Capcom's latest survival horror masterpiece.

60

CTR Strategy



Wanna see Crash do his goofy victory dance? Then turn to our blowout strategy and learn how to lap the competition and take home the trophy.

150

Letters

More evidence of games going mainstream in our Letter of the Month. And for those readers who still live on the fringes, some thoughts on crossdressers and twisted names.



News

On top of our extensive PlayStation2 coverage, we've got inside scoops on Michael Jordan, Gran Turismo 2 and Soul Reaver, an interview with Jason Rubin, and much more.



Previews

It's a cornucopia of games this month, including (but not limited to) Fear Effect, NCAA Final Four 2000, MTV Sports: Snowboarding, Tomorrow Never Dies, Grand Theft Auto 2 and Cyber Tiger.



International

Get ready to drool over Sony's forthcoming mega-RPG, The Legend of Dragoon. And then hop over for a look at the third installment in the wacky Jumping Flash series.



Reviews

We've got a whopping 20 reviews, including Crash Team Racing, Wipeout 3, Sylkoden II, NHL FaceOff 2000, Grandia, Demolition Racer, Xena and Tony Hawk's Pro Skater.



Tricks

Football season is under way, and we've got tons of codes for Madden NFL 2000, NFL GameDay 2000 and NFL Xtreme 2. We've also got Sled Storm, Jade Cocoon and lots more.



g.e.a.r.

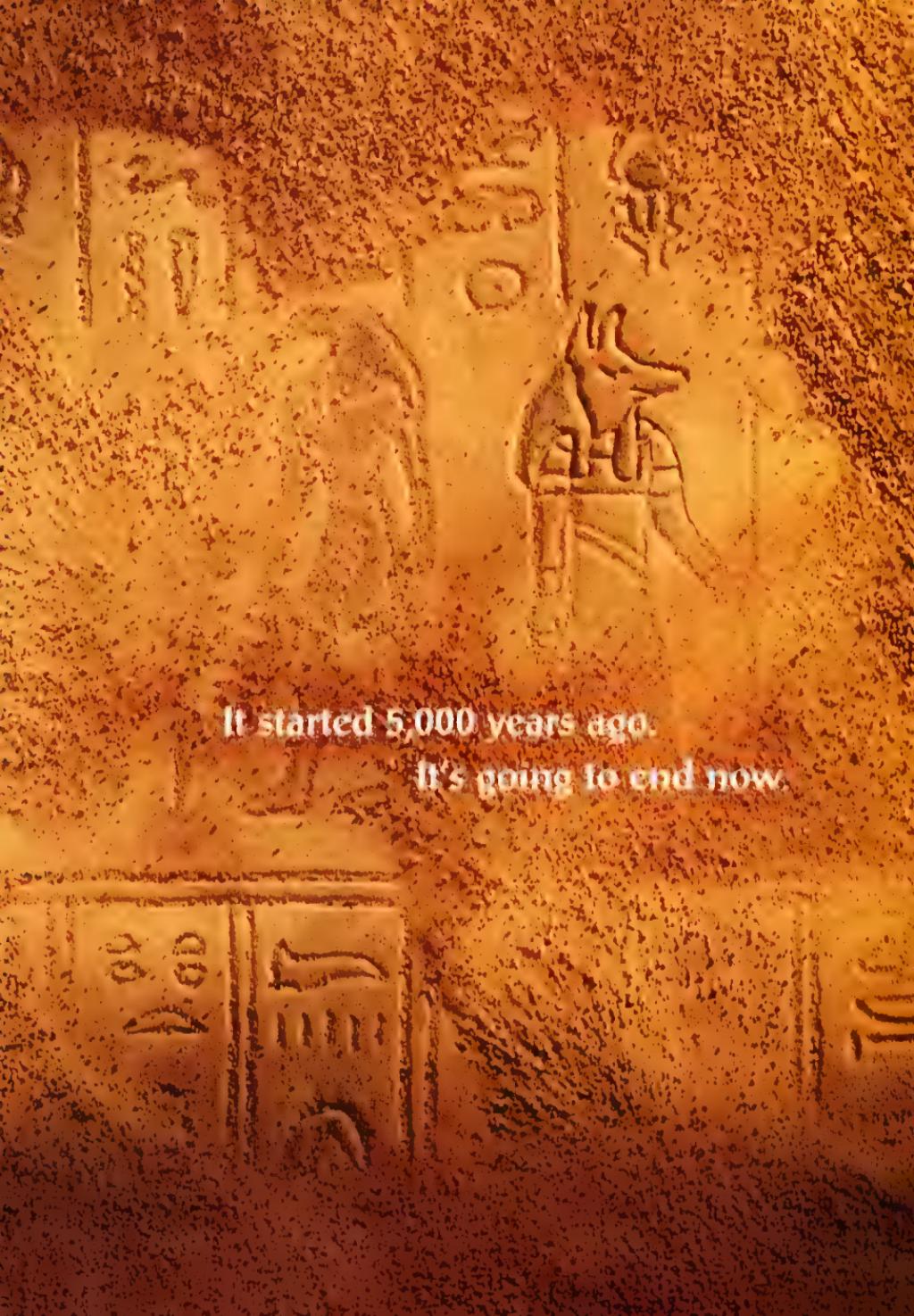
So you wanna be a rock star, just like Lenny? Then we've got just the axe for you. We also try out several new peripherals, including an arcade stick and a unique racing controller.



Demo Disc

There's something for everyone on this month's disc, including Grandia, Legacy of Kain: Soul Reaver, Killer Loop and NFL Blitz 2000. Plus, plenty of movies to feast your eyes on.





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ing the world into Raiders! Get ready for Tomb Raider: The Last Revelation, the epic adventure with integrated gameplay and FMV sequences for non-stop action. Killers graphics with skin and 3-D texture fills. Along with diabolical new puzzles and a totally new inventory control system that make this Lara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.

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TWISTED METAL 4



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PlayStation

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Sweet Tooth's back and in charge of the original car combat freakshow, Twisted Metal 4. With new interactive battlegrounds, wicked characters, innovative weapons, killer graphics, a hell-raising soundtrack, car customization and best of all, Sweet Tooth's evil henchmen. Man, as if clowns weren't scary enough.



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Caption Contest Winner



"By far the coolest of the
Guardian Forces in Final
Fantasy VIII."

Ethan Fahy
e_fahy@yahoo.com

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now see what you can do with this pic:



[Ashley] I hate snowboarding!
And I hate you, too!

You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 173.]

Force Meets Fantasy

Dear OPM,

I was playing your OPM disc 23 the other day and I came to a realization. There were two guards at the top of the Dollet Communications Center in FFVIII. Their names were Biggs and Wedge. You may also remember that these were the names of the former members of Avalanche in FFVII. What really bugs me is that these were the names of two aces in Star Wars. Wedge Antilles and Biggs were Luke's right-hand men in Rogue Squadron. What's up with that? Is there some type of hidden connection between Square and Lucas, or do the guys at Square just love Star Wars?

Xeno
GokuAura@aol.com

Yep, those wacky Square developers decided to use those names as a tribute to the films they love every bit as much as we do. And they were in the films before they appeared in Rogue Squadron: Biggs was Luke's boyhood pal who died in the Battle of Yavin at the end of *Star Wars*, while Wedge survived and became one of the few cast members to appear in all three original films. He's also known as "that other guy."

Ramming Speed!

Dear OPM,

Crossdressing again? There was crossdressing in PaRappa the Rappa. Now there's crossdressing in Um Jammer Lammy. As most understand, a ewe is a female sheep, and a ram is a male. Lammy has horns, and therefore is a ram and hence a crossdresser. I won't even discuss Rammy.

Mike King
Maple Ridge, BC

The crossdressing in PaRappa that Mike refers to is on the part of Instructor Mooselini, who wears a skirt and speaks in a

**we want
your input!**

Letter of the Month

Dear OPM,

A few things in the last issue confirmed something I've been thinking for a while: The mainstream no longer sees people who play home consoles as geeky gamers. Finally, the public is learning that we don't fit that stereotype. We have lives.

For instance, there was a clothing ad in last month's issue. An advertisement for clothes in a video game magazine? You bet. Marketers at that company know our wardrobes aren't limited to Boba Fett T-shirts. And how about the ad for the CD benefiting Kosovar refugees? That's right...a lot of us know what's going on in Kosovo just as much as we know what's going on in Raccoon City.

And look at other publications like ROLLING STONE and ENTERTAINMENT WEEKLY. Lara, Spyro and Crash found their way into those pages because those magazines have readers who are gamers. Imagine that! A gamer who reads something besides OPM, EGM and novels by Terry Brooks. Yep, and we do lots of other things, too. Just like I spend a Saturday afternoon spying on Liquid Snake, I also go to concerts, dance clubs, movies, sporting events, the beach and (gas!) out on dates.

The next few years are going to see more mainstream coverage of games than ever before. As you reported last month, the hype surrounding PS2 has already caught the attention of George Lucas. It doesn't get much more mainstream than that, does it?

Ryan Murray
Milwaukee, WI

We couldn't have said it better ourselves. With the video game industry rivaling the film industry for revenue, the establishment has no choice but to accept gamers as a legitimate, varied and thriving group. Give yourselves a hand!

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!



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OPM is looking for talented individuals who know the PlayStation, its games and its culture. If you're a good writer with a sense of humor and a passion for playing games, then we want to hear from you! Mail all résumés and writing samples to:
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How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.

We can't wait to hear from you.



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Reaver Madness!

Dear *OPM*,

Eidos has cheated gamers with the release of Legacy of Kain: Soul Reaver. It has come to my attention that nearly a third of the game has been cut out. The worst part of it is that the information for the cut parts is still on the game disc. This is not the way for a game company to garner support from its fans. This is a sad day indeed for gamers everywhere, especially when a game company can do things like this at the last minute, and basically cheat gamers out of the full Soul Reaver experience.

Michael Gevins
Bridgeport, PA

You can read about the Soul Reaver situation, as well as hear Crystal's official response, in this month's *News*, but since we've received so many angry letters

we'd just like to point out a few details about this situation: First, claiming that Eidos or Crystal defrauded customers implies that they deliberately boasted more features than they were planning on putting in. This is an incorrect accusation; we saw the game in its earlier stages and it did include many of the features Crystal had been talking about from the beginning. They weren't just dreamed up to help hype the game. Also note that Crystal claims the decision to scale back the game was made when it became clear that the entire project was too ambitious to fit into a single game. So while they're certainly guilty of misjudging the scope of Soul Reaver, and also guilty of saying too much about the game too early in its development, we can't really in good conscience accuse them of fraud. That's our take, anyway.

Proud Papa

Dear *OPM*,

I noticed in Mark MacDonald's Jade Cocoon review that he had named two of his minions Super Jo! and Chee Toh. What are some other names of his minions?

John Appleton
Macon, GA

Mark's a twisted, twisted boy. Here's just a sampling: Slugbut, Ms. Jackson, Steve McQueen, Axl 182, Zakkeneayoi, Mr. Pink, The Crouton, Blinky, Cap'n Ron, Sexy M.F., Prince-Lips, Bootsy, Wozzie, Sploot!, Torgo and Lil' Bastid.

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Reader Art Like There's No Tomorrow

Every month we'll be picking one exceptional piece as our Reader Art of the Month. The creator of the winning work will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Runners-up (as many as we want, 'cause it's our magazine) are printed as well. Good luck!



Check out this month's artists! Clockwise from above: our winner Wen Yu, San Francisco, CA; Oscar Chue, Los Angeles, CA; Ana Ivonne Maceria-Beltran, Salinas, PR; Jason Long, via the Internet and Jonathan Robison, Baltimore, MD. Good job, folks! Keep the submissions coming!

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NO, YOU'RE A DEADLY FIGHTER PLANE.

WAIT. NO, MAKE THAT YOU'RE

A DEADLY FIGHTER ROBOT PLANE

DESTRUCTIVE TYPE THING.



MACROSS
VF-X

**BAN
DAI**

**E
EVERYONE**

PlayStation

Two-rific

After months of speculation and eager anticipation, PlayStation2 is finally here

DUAL SHOCK 2

Similar to the current Dual Shock in almost all ways except for one crucial feature—all the buttons (besides Start and Select) are analog, including the D-pad and the shoulder buttons. Amazingly, Sony was able to implement this feature without changing the feel of the buttons. Additional Dual Shock 2 controllers will sell for 3,500 yen (roughly \$33).

CONTROLLER PORTS

Only two? Sure, it seems an oversight, but don't worry—Sony will have a multitap peripheral out for the system.

MEMORY CARD SLOTS



NEW PACKAGING

In order to differentiate between current and next-generation titles, Sony has opted for a DVD-style package for PS2 games. Also, PS2 CD-ROM discs will have a blue tint, replacing the infamous black CDs of the current PS. However, DVD PlayStation2 software will appear in the more traditional silver.



MEMORY CARD

Boasting a beefy 8 megabyte capacity, the new Memory Card can transfer data at 250 times the speed of the current card (which has only 256K of memory). Additional Memory Cards will sell for 3,500 yen (roughly \$33).

IEEE 1394 PORT

Often referred to as "Firewire," this port allows for very high-speed transfers of data. Can also be used as an input for components like digital video cameras and audio devices.

USB PORTS

These could be used for anything from joysticks and other peripherals to Zip drives and other storage devices; many recent PCs are equipped with these same ports.

C! D!

On Sept. 13, at a press event in Tokyo, Sony finally took the wraps off its next-generation game console. But as we learned, the PlayStation2 is much more than just a console. With the ability to play DVD movies out of the box, as well as numerous connectivity options, the PS2 looks to be a centerpiece of a home entertainment system—a "computer entertainment system" for the next millennium.

In line with this expanded role, Sony has radically reinvented the look of the PlayStation2. The design— spearheaded by Teiyo Goto, who was also responsible for Sony's innovative Viao line of computers—is sleek yet subdued, familiar yet unlike any current console or PC. Gone is the gray box, replaced by a streamlined "Space Black" super-machine, the color of which is meant to evoke the infinite possibilities of space. You'll also notice the rich blue in the logo and the vertical stand, symbolic of water and Earth.

Once again, Sony stressed the backward compatibility of the PS2. With 60 million PlayStation owners and 3,000 PS titles available throughout the world, Sony sees this as an important asset to current PS owners as well as to developers and publishers.

The system will go on sale on March 4, 2000, in Japan for 39,800 yen (roughly \$370)—which is the exact same price the original system launched at. The box will include the PS2 hardware, power cables, a PS2 demo CD, and a new Memory Card and Dual Shock 2 controller. The PS2 is scheduled to launch in North America in the fall of 2000, but more details of the U.S. launch aren't expected until next year's E3 show.

By the year 2001 Sony plans on expanding the capabilities of the PS2, including mass storage devices and cable modems. In the next two years Sony will devote a lot of time and resources to developing encryption techniques to protect intellectual properties. Sony will also focus on creating interfaces and environment ideas that will drive the new technology.

In the more immediate future, the next major PS2 event should be just before the system goes on sale in March; Sony is planning an event in February, when they'll release more details of their software lineup.

Prepare yourself for (in the words of Sony Computer Entertainment CEO Kaz Hirai) "the most advanced computer entertainment system ever created."



DVD DRIVE
Sony opted for a motorized front-loading DVD drive rather than a lid, largely because of the very high spin speed of the disc inside the drive. "It would not be possible to make a lid... because of the enormous spin speed related to 24-times CD-ROM," said Phil Harrison. Plus, it just looks real snazzy.

Designed specifically to allow for decoding of Dolby Digital and DTX surround sound, allowing you to effortlessly plug your PS2 into your home theater system.

VERTICAL STAND

Sold separately, these two wedges allow the PS2 to stand on its end to save space, much like tower PCs and graphics workstations.

Sony had 12 games at the conference, some of which were playable, some of which weren't, but all of which are expected to be available at launch with the PS2. Here's a look at them as well as our impressions.



KESSEN

Actually seeing this medieval Japanese strategy game from Koei in motion was stunning. The game looks like an epic Japanese war movie.



TEKKEN TAG TOURNAMENT

The PS2 version of Tekken Tag looks light years ahead of the recently released arcade version—or any other fighting game. The level of detail was astounding, from individual blades of grass to glaring neon signs reflecting in the wet streets below. And the fighters themselves were just as impressive, looking almost eerily alive.



GRAN TURISMO 2000

Other than the new name, the PS2 version of Polyphony Digital's quintessential driving simulator came as little surprise to anyone, since it'd been shown at both the first PS2 conference in March and the E3 show in May. GT2 looks fantastic—just as good as the best current arcade racers, with an incredibly high framerate that stays steady even with the multitude of buildings, bridges and highways lining the tracks. There were also plenty of subtle and realistic effects like smoke billowing from the tires on tight turns, sunlight glare, and the "wavy" blur of heat and gas coming off the track.



ETERNAL RING

Developer From Software's other PS2 title (along with Armored Core 2), Eternal Ring seems to be in the same vein of their previous first-person RPG/action games like King's Field. The environments looked great, from dark caves to torch-lit castles.

Games Plenty

Not content to blow us over with playable games and screenshots, Sony also released this partial list of games in development. And this is only the Japanese list. (Keep in mind, though, that many of these titles are tentative and will likely change before release.)

- Artdink – *A-Train 6* (*Simulation*)
- Asci Corporation – *Flower Sun and Rain* (*Action/Adventure*), *Panic Surfing* (*Action*)
- Ask – *Billiards Master 2* (*Sports*)
- Asmik – *Sidewinder Max* (*3D Flight Shooting*)
- Astrill – *American Arcade* (*Pinball, etc.*)
- Athena – *Pro Mahjong Kiwame Next* (*Table*)
- Bandai – *Mobile Suit Gundam* (*3D Action*)

- Capcom – *Oni Mushi* (*Adventure*), *Street Fighter EX 3* (*Fighting*), A new Biohazard title (*Survival Horror*)
- DaZZ – *Lakemasters EX* (*Bass Fishing*)
- Eseco Development – *Battle on the Ghat* (*Car Racing*)
- Electronic Arts Square – *Cross Fire* (*Shooting*)
- Enix – *BBD 2000* (*Simulation*), *Bust A Move 3* (*Dance*), *Exotica* (*Action EPG*), *Fighting QTs* (*TV Game*), *Sonnette* (*Love Story*), *Star Ocean 3* (*RPG*)
- From Software – *Armored Core 2* (*Action*), *Eternal Ring* (*RPG*)
- Fujimic – *Bakuryu 2* (*Sports*), *Genki Tamamayu Monogatari 2* (*Jade*)

- Cocoon 2 (*RPG*)
- Gust – *Fly High* (*Racing*)
- Hudson Soft – *Bloody Roar 3* (*3D Fighting*), *Bomberman 2001* (*Puzzle Action*)
- I4 Corporation – *AI Igo 2001* (*Board Game*), *AI Mahjong 2001* (*Board Game*), *AI Shogi 2001* (*Board Game*)
- Idea Factory – *Sky Surfer* (*Sports*)
- Imagineer – *Wild Wild Racing* (*Racing*)
- Jorudan – *1 on 1 Government* (*Action*)
- Kaga Tech – *Tetsuman Menkyokaiden* (*Table*)
- Koei – *Kessen* (*Real-time Strategy*), *Mahjong Taikai III* (*Board*), *Shin Sangokumusou* (*Action*), *Soldnerschild 2* (*Simulation RPG*)



DARK CLOUD

Categorized as a "Georama RPG," *Dark Cloud* basically has two sections—one where you can custom build and shape your own little world, and then the second part where you can explore your new creation. You can also change your world on the fly, then zoom right back down again and immediately experience your modifications first-hand.



THE BOUNCER

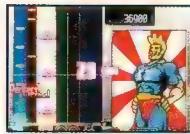
The Bouncer's characters are by the same designer who crafted Final Fantasy VIII's, and they look and move just like Squall and company in FFVIII's spectacular FMV sequences—only this time it's in real-time. The gameplay looked chaotic and exciting—six fighters were battling at once, with people being kicked through railings and throwing chairs. Probably the best-looking and most promising game shown.



TAKE THE A TRAIN 6



UNISON



DRUMMANIA



DENSEN

STREET FIGHTER EX 3

Although not as impressive graphically as Tekken or The Bouncer, Capcom's new 3D Street Fighter still looked well beyond current games. SF EX3 appears to have taken the basic play from the first two EX games and added radically improved character models, textures, special effects and backgrounds. You can also select two characters to use during a fight.

- Konami – *DrumMania* (*Music*), *Gradius III & IV* (*Shooter*), *Jikkyou Powerful Pro Baseball 7* (*Sports*), *Jikkyou World Soccer 2000* (*Sports*), *Mahjong Yarouze! 2* (*Table*)
- Locus – *FX Pilot* (*Flight Shooting*)
- M2To – *Tuning Car Racing Game* (*Racing*)
- Magical Company – *Magical Sports Catch Bass Club* (*Sports*), *Magical Sports Koshien 2000* (*Sports*), *Magical Sports ProGolfer* (*Sports*)
- Mainichi Communications – *Todai Shogi Shikenbishi Dojo* (*Shogi*)
- Namco – *500GP* (*Racing*), *Shin Ridge Racer* (*Racing*), *Tekken Tag Tournament* (*Fighting*)
- Riverhillsoft – *World Neverland 3* (*Table*)
- Seta – *Ide Yohsuke No Majan Kazoku 2*

(Table), *Perfect Golf 3* (*Sports*)

- Sony Computer Entertainment – *Boku To Maoh* (*The King and I*) (*RPG*), *Dark Cloud* (*RPG*), *Den-Sen* (*Action*), *Fantavision* (*Action*), *Gran Turismo 2000* (*Racing*), *I.Q. Remix* (*Puzzle*), *Poporocrois III* (*Romantic RPG*), *Splash Dive* (*Action*)
- Sony Music Entertainment – *L'Arc-en-Ciel* (*Music*), *Tenchu 2* (*Action*)
- Spike – *WRC* (*Rally Racing*)
- Square – *The Bouncer* (*Action Fighting*)
- Sun Corporation – *Shanghai 5* (*Puzzle*), *Street Mahjong Trance Majin 2* (*Table*)
- Sunrise Interactive – *Panzer Century G Breaker* (*Technical Simulation*)
- T&E Soft – *3D Golf* (*Sports*)

- Taito Corporation – *Go By Train!* (*Simulation*)
- Takara – *Choro Q HG* (*Adventure Racing*)
- Tecmo – *Kunai* (*Ninja Gaiden*) (*Action*), *Unison* (*Action*)
- Titus – *Roadsters Trophy 2000* (*Car Racing*), *Robocop* (*Action*)
- Tomy – *Bak the Grappler* (*Action*)
- UEP Systems – *New Cool Boarders* (*Sports*)
- Victor Interactive Software – *Let's Become a Pilot!* (*Simulation*)
- Video System – *F-1* (*Racing*)
- VR-1 – *3D Real Drive* (*Racing*)
- Warashi – *Soul Surfing* (*Action*)
- Xing – *Fighting Illusion K-1 Grandprix* (*Sports*)
- Yuki Enterprise – *Morita Shougi* (*Table*)



On top of the 12 launch titles, we were also shown screens of several others, including *Shin Ridge Racer* (left), *Armored Core 2* (middle) and *Cross Fire* (right).

PS2 By The Numbers

162

The number of third parties that have pledged support of the PlayStation2. Of that number, 89 Japanese publishers have signed license agreements, and 46 North American and 27 European companies have signed letters of intent to publish/develop content for the PS2.

ten

The number of times the PlayStation2 was referred to as a "computer entertainment system" (or some variation of that phrase) during a U.S. press conference call. Look for this term to replace "console" in Sony's corporate jargon.

1,2,3,4

Apparently, the year 2000 is also referred to in Japan as the "12th year of the Heisei era with the current reign of the emperor." Coupled with a March 4 (or, 3/4) release date, you get a "1,2,3,4" number. Neato.

The PS2's Emotion Engine runs at this number of megahertz. Why so specific? Because 294.912 is a multiple of one of the key frequencies involved in achieving DVD movie playback.

The number of titles named at the PS2 announcement. Sony also said there are a total of 128 titles that they're aware of, and that they expect the number to grow significantly in the coming weeks.

At least that many development systems will be shipped to North American developers, based on demand for the dev kits. "I've never seen such a broad and aggressive ramp-up of development systems from our third parties in this business before," said Phil Harrison.

1,000

Sony's estimate of the initial hardware shipment in the PS's first week of release in Japan. "This figure is aggressive but attainable, and we're confident that demand for PlayStation2 will exceed the first week's supply," said Kaz Hirai.

1 million

Lovable, Quotable Phil



Who knew that Phil Harrison, vice president of third-party relations and R&D for Sony Computer Entertainment, was such a funny guy? Don't believe us? Just check out some of these choice quotes from the press conference call on the PlayStation2's announcement.

Question: "I've read in a trade paper that the 9.25 million model is now going to be produced for the first million PlayStation2s, but that the 9.25 version would be... what should we expect? What's the truth and what does it matter?"

Phil: "I THINK THE VERY LAST PART OF YOUR QUESTION IS ACTUALLY THE ANSWER... WHAT DOES IT MATTER?"

Question: "The price for the Dreamcast is right around \$100. I'm curious if the price that you're going to introduce at Why is your \$369 equivalent price a good one?"

Phil: "I THINK BEING HALF OUR PRICE REPRESENTS THE FACT THAT THEY ARE LESS THAN HALF OF OUR TECHNOLOGY!"

Phil: "FIGHTING TO BE THE LEADER IN THE ANALOG MODEM SPACE IS LIKE RACING TO BE THE WORLD'S TALLEST MIDGET, AND WE DON'T REALLY HAVE MUCH INTEREST IN THAT SPACE!"

Phil: "I THINK EVERYBODY RECOGNIZES THAT WHAT NINTENDO ANNOUNCED AT E3 WAS A PAPER-BASED TECHNOLOGY—AS IN 8.5 BY 11 PRESS RELEASE—RATHER THAN A PIECE OF SILICON."

Third-Party Support

UNITED STATES

7 Studios • Acclaim Entertainment • Activision • Agetec • American Softworks • Atius U.S.A. • Bungie Software • Capcom Entertainment • Cerny Games • Crave Entertainment • Digital Avni • DreamWorks Interactive • Eidos Interactive • Electronic Arts • Enix • Fox Interactive • GT Interactive • Hasbro Interactive • Humongous Entertainment • Incredible Technologies • Infogrames Entertainment • Insomniac Games • Interplay Entertainment • Konami of America • LucasArts Entertainment • Midway Home Entertainment • Mindscape • Namco Hometek • Naughty Dog • Neversoft Entertainment • Oddworld Inhabitants • Red Storm Entertainment • Shiny Entertainment • Sierra On-Line • Square Electronic Arts • Stormfront Studios • Sunsoft U.S.A. • Surreal Software • Take 2 Interactive • TerraGlyp Interactive Studios • The 3DO Company • THQ • Titus Software • Ubi Soft Entertainment • Universal Interactive Studios • Working Designs

EUROPE

3DO Europe • Acclaim Entertainment Europe • Activision UK • Argonaut Software • Codemasters Software • Core Design • Disney Interactive • Eden Studios • Eidos • Electronic Arts • Eurocom Developments • GTI Software Europe • Hasbro Interactive • Infogrames Entertainment • Kalisto Entertainment • Konami of Europe • Lego Media International • Lionhead Studios • Rage Software • Reflections • Revolution Software • Square Europe • Take 2 Interactive Software Europe • THQ International • Travelers Tales UK • Ubi Soft Entertainment • Virgin Interactive Entertainment

JAPAN

Acclaim Japan • Arc System Works • Artalink • Aruze • Asahi • Ask • Asmik Ace Entertainment • Astro • Athena • Atius • Bandai • Banpresto • Bullet-Proof Software • Capcom • Chun Soft • Compile • Data East • Dazz • Ecsoco Development • Eidos Interactive • Electronic Arts Square • Enix • Entertainment Software Publishing • (ESP) • Escot • From Software • Fujimic • GaGa Communications • Genki • Gust • Kakuhoden • Hands on Entertainment • Heartbeat • Hect • Hudson Soft • IAI • Idea Factory • Imagineer • Iron Software Engineering • Jaleco • Jordan • Kaga Tech • Kodansha • Koei • Konami • Locus • M2TO • Magical Company • Mainichi Communications • Media Factory • Media Works • Mitsui & Co • Namco • Nihon Syscom • Nippon Ichi Software • Openbook 9003 • Riverhillsoft • Sammy • Seta • Shoheisha • Shogakukan Productions • SNK • Sony Music Entertainment • Spike • Square • Starfish • Success • Sun • Sunrise • T&E Soft • Taiko • Takara • Tecmo • Titus • Tokuma Shoten • Tomy • Tonkinhouse • Tyo • Ubi Soft • UEP Systems • Victor Interactive Software • Video System • VR-1 • Warashi • Whoopee Camp • Winky Soft • Xing • Yuki-enterprise

This is no time to second guess yourself.



Killer soundtrack
including music performed by

Blink 182, Ministry, Fear Factory, H₂O,
Voodoo Glow Skulls, Jo! Lagwagon,
Ten Foot Pole, Pulley, Face to Face



Featuring Music By:

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Ministry
Fear Factory
H₂O
Face to Face
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SNOWBOARDING



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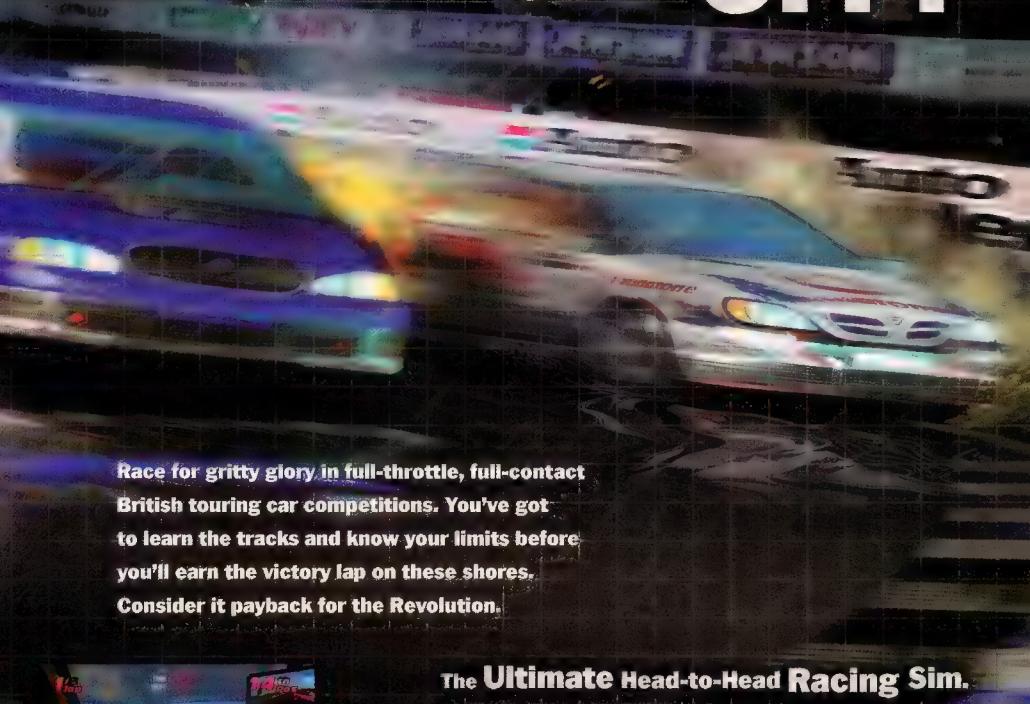
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Full Speed Ahead

Naughty Dog's top dog, Jason Rubin, reveals his PlayStation2 plans

LONDON—At the recent ECTS gaming show, our colleagues at GameSpot News caught up with Jason Rubin, president of Naughty Dog (the creator and developer of all four Crash Bandicoot games, including the one gracing our cover). Rubin shared his thoughts on everyone's favorite bandicoot, as well as the PlayStation2 and gaming in general.

We've heard that you're developing a new character for the PlayStation2 and that this character will be somewhat Japanese in design. Can you tell us about that?

JASON RUBIN: The marketing plan in Japan uses a different Crash from the marketing in the United States, and he looks different. In the future we want to homogenize, and make everything one single view of the character worldwide. This time when we design a new character we're going to take the Japanese point of view into account a little earlier and then hopefully we'll get a more worldly character—one that doesn't need to be jury-rigged for each territory.

Will Universal continue to make Crash games now that you're finished with him?

Universal Interactive owns the rights—we signed a three-project deal with them many, many years ago and created Crash for them, and it's actually their license. I understand they are working on another game, but I honestly don't know what's going on with that. But moving on to a new system, we designed Crash around the fact that you couldn't make a face smaller than a certain number of pixels on the screen or you couldn't see facial expressions. We didn't want the character to be too big, so he had a huge face. There were a lot of subtle designs that were based around the PlayStation. A lot of our characters are orange—well it just so happens that orange is a great color for the PlayStation to display. The PlayStation2 has a totally new set of rules. So we want to create a new character, and it's the perfect time for us to say, "Let's do something new—take that system and figure out what it does best."

And the character you're designing now is going to be PlayStation2-exclusive?

Yes. And we won't have any baggage when we go in. If it turns out that a really cool character has a metallic, shiny armor, that could be a possibility. If we want huge amounts of flowing hair, we can do that. We couldn't do that on the current PlayStation.



What are you finding is possible, development-wise, on the PlayStation2?

From an easy standpoint, it would be a no-brainer to make a character that uses as many polygons as [Crash Team Racing] uses for its entire game, per frame. Just [for] the [one] character. So take all the characters and all the backgrounds, mush them together, and that number of polygons could easily be a character on the PlayStation2.

How many polygons does the average game have on the current PlayStation?

[In the first three games] Crash had 532 polygons exactly.

But now, on the PlayStation2, the main character could have 5,000?

Yeah 5,000. Maybe 10,000. It could be more. It really comes down to how many polygons you need. You need more with Crash. We always could have used more with Crash. We could have made fingers, we could have made hair, we could have made him more fluid and have cleaner joints. On the PlayStation2 you'll get to a point where added polygons don't help you much.

So you're going to be working exclusively with Sony on this?

Yeah, absolutely. We love them as a publisher

Discography

Becoming a premier PlayStation developer doesn't happen overnight. In fact, the folks at Naughty Dog had been making games for quite a while before they hit it big with their Crash series. Here's a look at their earlier titles.

Ski Crazed (1986, Apple II) — Ever heard of this skiing game? Well, neither have we. 'Nuff said.

Dream Zone (1988, Apple IIGS, Atari ST, Amiga, PC) — Graphic adventures were real hot around this time, but this one fizzled rather than sizzled.

Keef the Thief (1989, Apple IIGS, Amiga, PC) — Naughty Dog's first game with Electronic Arts, and arguably their first big break. A sword-and-sorcery RPG, this game was dripping with sarcastic humor.



Rings of Power (1991, Genesis) — Naughty Dog describes this game as "the largest RPG on a cartridge." But *Rings of Power* is most memorable for a code that

removed the top from a sexy lass on the title screen. This, by the way, was Naughty Dog's last title with EA.

Way of the Warrior (1994, 3DO) — Produced for a mere \$80,000, *Way of the Warrior* garnered a cult following among 3DO owners. Some even hoped it would be the savior of the system, being the 3DO's first fighting game at a time when the genre was hot. But even Naughty Dog admits on their Web site that "this game was a total hack."



Crash we had the idea that someone could just pick it up and didn't have to think about it. We'll probably just stick with that. That doesn't necessarily mean level-based, and that certainly doesn't mean we aren't going free-roaming. I guarantee we're doing the free-roaming camera angles. We had a lot of fun with [Crash Team Racing] having the real free-roaming engine.

Is your next game going to be ready for launch?

Probably not. We're not really the type of company that races for launch. We race to be the first second-generation game. That's our attitude and goal.

and there isn't really anyone else that we would rather work with.

Universal is not involved anymore at all?

Right. When we signed up to do three titles with Universal we had no idea that we would be publishing with Sony. Our idea was really simple—there was a Mario for Nintendo, a Sonic for Sega. But Sony had no mascot-type character, and our goal was quite similar: make a mascot for Sony. But we never in our wildest dreams believed Sony would actually pick it up and use it like they have.

You didn't expect Crash to become synonymous with the PlayStation?

Forget the video games industry—when *Newsweek* or *BusinessWeek* does an article on video games, Crash is the representative for the PlayStation. That was an absolutely huge thing for us. The thing was, our deal with Universal really just ended up being us working on the games and Sony publishing them. Universal was just the middleman. So we did the smart business move and took out the middleman.

Do you hope your next character will become a mascot for Sony's next system? Does he fit into that type of mold?

Sony doesn't have the same kind of strategy that Nintendo has. Nintendo has a very child-oriented marketing strategy. It's based around the fact that you must love Mario so you must love Nintendo. Sony has a much broader approach: If you want to play video games, the PlayStation is the best medium for it, so what do you like?

Will your next title be more of an adventure game?

No. I think we're really going to stick with the action. I love the ability to just pick up and play a level and not have to worry about my long-term goal. I just want to get in there and smack the character around, and if I want to quit I want to be able to put it down and not worry about what I might have forgotten. I mean, I have nothing against Zelda or Final Fantasy—I love them both—but those aren't our style. With

Which PlayStation mascot is most likely to appear next in a kart racing game?



Total number of votes: 3,194
poll taken by videogames.com
Illustration by Steve Wackman



1 The PlayStation2 is amazing. And we aren't going to dilute that statement by coming up with a punchline to follow it.

2 The PlayStation2 is being "pitched as a killer app" that will draw people to buy high-speed Internet access. Porn should woo the rest.

3 One of the best examples we heard from Sony of PS2 technology at work is being able to scan the face of your boss, then putting him on a video game boxer, so that you can beat the crap out him. That should make Kraig feel a bit uneasy around here...



4 March 4 is the launch day for PlayStation2 in Japan. Provided that none of those pesky Godzilla attacks occur.

5 When the PlayStation2 finally arrives, we plan to put it to work by having it crank out this list every month.

6 This RPG thing is getting out of hand. Companies that realize that just because it has hit points and a badly translated story doesn't mean it's going to sell.

7 Army Men has become a key franchise for 3DO. Expect to see Army Men Racing, Army Men Golf and Army Men Monster Trainer in 2000—delivered to stores by Army Men.

8 Midway's next action-sports title targets baseball—a sport with little or no action to begin with.

9 Dukes of Hazzard is just the first in a coming series of games based on early '80s TV. Apparently developers have run out of classic video games to pillage and remake.

10 Mr. Domino can't be stopped. Even by the PlayStation2. Maybe.

Jordan Jumps Back Into The Game

Maybe EA Sports should change their advertising tagline from "If it's in the game, it's in the game" to "If he's not in the game, he's in the game."

The "he" we're referring to, by the way, is retired basketball legend Michael Jordan, recently signed by EA Sports as a key

spokesman. Jordan will also appear in EA Sports' franchise basketball title NBA Live 2000, to be released later this year.

So how did EA manage to nab Jordan after years of absence from video games? Richard Seiditz, product manager for NBA Live, credits his game's position in the market. But timing is also key. "I think now that Jordan's out of basketball, he's looking for companies and for long-term deals that are best going to represent him and keep him in the forefront of the game,"



Memo to EA marketing: You just signed Michael Jordan. You might want to display him a little bit bigger on the game's box. Sheesh.



In NBA Live 2000, you can pit Jordan one-on-one against any player, including legends like Bob Cousy, Larry Bird or Dr. J. Even better, you can trade him into the current NBA roster!

explains Seiditz.

Jordan hasn't appeared in a video game for so long primarily because he wasn't part of the NBA Collective Bargaining Agreement. Hence, even if a developer bought the NBA license, they still couldn't use Jordan. But as for why no one signed Jordan as an individual player, Seiditz is unsure. "He might have been protective of his image," suggests Seiditz.

Jordan will be part of NBA Live's "Legends of the Game" feature, along with about 60 of basketball's all-time greatest players. "When we signed this 'legendary' deal with the retired players, having Jordan a part of that was a real big key for us," says Seiditz, "because the first question out of people's mouths was: 'Well, do you have Jordan?' And it's very important for us to be able to say, 'Yeah, we have all of the legends—we have Jordan.'"

We'll have a full review of NBA Live 2000 next month. Until then, enjoy this first look at screenshots from the game.



Talk about realism! Duncan goes up for a mighty slam, and in typical fashion Ewing is nowhere near the basket (above).

Quote of the Month



"That might have soured him on video games."

— Richard Seiditz, product manager for EA Sports' NBA Live 2000, responding to a question about whether Electronic Arts' Michael Jordan-based fiasco Chaos in the Windy City might have had anything to do with Jordan's long absence from video games.

The Rub

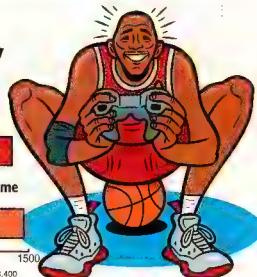
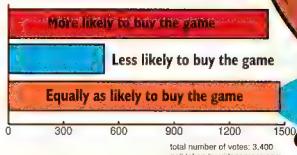
PaRappa Comes Alive

THE FACTS: Sony held a concert featuring the real-life voice actors behind PaRappa the Rapper and Um Jammer Lammy.

THE RUB: And the critics are worried about video game violence, of all things! How about blurring the lines between fantasy and reality by showing that a rappin' dog and a rockin' lamb "really exist?"



Now that Michael Jordan will officially appear in NBA Live 2000 are you...



Doubtful on Daria

THE FACTS: MTV will release a game based on its Daria show.

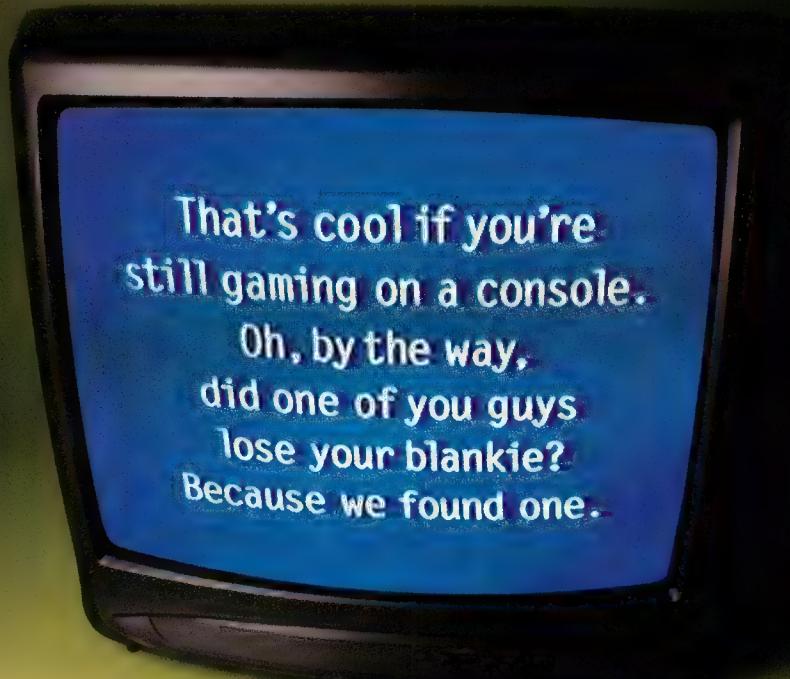
THE RUB: Are the suits at MTV inhaling too many toxic taxicab fumes from their offices in Times Square? You'd think after they nixed Beavis & Butt-head for the PlayStation, they'd have learned that not everything translates into a video game.

Big Budget

THE FACTS: Squaresoft is set to spend \$40 million on a Final Fantasy game for the PlayStation 2.

THE RUB: While we're all licking our chops in anticipation of a blockbuster Final Fantasy game for the PS2, we're also a bit worried about these colossal numbers. Will Square raise the bar so

(cont. on page 44)



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Soul Reaver Ships With Spirit Still Intact

An abrupt ending. Mysterious sound files. Big plans that never materialized. Whispers of a conspiracy... No, we're not talking about the latest political machinations—just the swirl of controversy that surrounded Legacy of Kain: Soul Reaver.

When Crystal Dynamics' long-delayed game finally shipped, some major features that were highlighted in earlier previews were notably absent. After some research and a bit of technical ingenuity, one gamer uncovered sound samples pointing to a much larger game as well as a significantly different ending than the cliffhanger that wraps up Soul Reaver. This news story was first posted on the Gaming Intelligence Agency Web site, and was soon picked up by other major gaming sites.

But was Soul Reaver ungraciously hacked in half at the last minute, as numerous fans claimed? We spoke with Andrew Bennett, executive producer of Soul Reaver, to find out.

According to Bennett, the decision to scale back Soul Reaver was made sometime around early April, more than four months before its release. Moreover, the game wasn't simply cut in half as a ploy to create two games (and double the sales, say the conspiracy theorists). "We basically took out various parts of the story line—all the bits that we thought were the weakest," says Bennett. "And although they had some very strong currents running through them, we didn't feel as though we put enough time into really rounding them out for the fans." Moreover, the cut material would have added up to only several additional hours of gameplay, and focusing on that material would have "robbed time from polishing the whole game," says Bennett.



Illustration by Wayne Vincent

But why not completely wrap up Raziel's adventure and start with another chapter in the Kain series? "I don't think that we've ever considered that," says Bennett. "The Legacy of Kain series is made all the stronger by the Raziel character."

Expect a sequel to Soul Reaver sometime in the fourth quarter of 2000, but not on the PlayStation 2. "We've squeezed a hell of a lot out of the PlayStation 1," says Bennett. "We think there's a bit more to be squeezed out of it just yet." While Bennett wasn't very specific about

exactly what more he could wring out of the system, he did say that the engine could be slightly improved, the game could be more even more polished and Raziel will be given a few more abilities. No word, however, on whether we'll be seeing any future Kain titles on the PlayStation 2.

As for the fans who feel they were "cheated" out of a full game, Bennett has this to say: "If you have a gold disc version of the game [a pre-production copy] and you turned it over, you'd see that the disc is 100 percent full. It's something like 71 minutes on the disc and we filled it up with about 70.5 minutes. And if you compare that with your average, say, racing game—which they pay exactly the same money for—the disc is three-quarters empty. We've given them an incredibly rich story. The reason they feel that way is because they were into it so much, and basically if they're patient and they wait for the next one I don't think they'll be disappointed. Some of the ideas we've got for the next one are pretty incredible."



GT2 Racing Toward A Holiday Release

After a slight delay, Gran Turismo 2 is back on track for a holiday release. Set to hit stores on Dec. 7, GT2 will include roughly 400 cars and about 20 tracks, more than double the number that was in the first game.

Since its release, the original Gran Turismo has sold more than 7 million copies

worldwide. GT2 looks to continue the first game's winning combination of ultra-realistic gameplay and stellar graphics, but also promises extra features and greater details. In fact, Sony claims that "the 3D-calculation program in Gran Turismo 2 has been improved 20 percent since Gran Turismo, thus maximizing the PlayStation

CPU capability."

While we're not sure what that means, we do know that the game is visually stunning. Just take a look at these first-ever exclusive in-game screenshots taken straight from the playable demo on next month's Demo Disc. And if you still don't believe us, just wait a month and see for yourself.

The Rub

high that other developers won't be able to compete, or will it just mean that all games will get better to keep up with the top-tier developers? Only time will tell.

How to Really Score

THE FACTS: EA Sports signed Julie Foudy to provide color commentary in their forthcoming FIFA



2000: Major League Soccer.

THE RUB: Foudy, the co-captain of the world champion U.S. Women's Soccer team, is surely a good addition to the EA Sports team, but we think a much better deal would be signing Brandi Chastain. Just imagine how cool those game boxes would look with the lovely Chastain as the covergirl.

Tomb Attire

THE FACTS: Eidos signed a deal with Today's Trendz to produce a line of clothes based around Tomb Raider star Lara Croft.

THE RUB: Well, tons of gamers wish they could take her clothes off, so maybe doing the opposite—putting her clothes on—will satisfy those carnal cravings. Or maybe not.

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PSM

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—Official U.S. PlayStation Magazine

"...a godsend."

Gamer's Republic



must-play RPGs." — EGM



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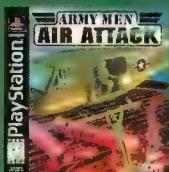


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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 WWF Attitude

PUBLISHER: GT LAST MONTH: - GENRE: ACTION RELEASE DATE: AUG. 1999
In the giant cage match that is the video game industry, Acclaim's licensed wrasslin' title takes home the belt, proving it's no jobber.



2 Driver

PUBLISHER: SCEA LAST MONTH: 1 GENRE: RACING RELEASE DATE: JULY 1999
Reflection's scorchingly popular getaway simulator proves that there's more to it than just a pretty paint job, as it moves down only one spot to number 2.



3 NCAA Football 2000

PUBLISHER: EA LAST MONTH: 10 GENRE: SPORTS RELEASE DATE: JULY 1999
With the college pigskin season just starting up, eager fans scramble to pick up EA's slick new offering and get their rosters up to date.



4 Final Fantasy VII

PUBLISHER: EA LAST MONTH: 4 GENRE: RPG RELEASE DATE: SEP. 1997
A \$20 pricetag, plus plenty of excitement over Part Eight generates even more sales for Cloud and Pals.



5 Need for Speed III: Hot Pursuit

PUBLISHER: ACCLAIM LAST MONTH: 6 GENRE: RACING RELEASE DATE: MAR. 1998
Another low-priced offering storms its way up the list, as mainstream PS gamers pick up this quality racer for the first time.



6 NFL GameDay 2000

PUBLISHER: 989 STUDIOS LAST MONTH: - RELEASE DATE: AUG. 1999



7 Tarzan

PUBLISHER: SCEA LAST MONTH: 2 RELEASE DATE: JULY 1999



8 Syphon Filter

PUBLISHER: 989 STUDIOS LAST MONTH: 7 RELEASE DATE: MARCH 1999



9 WWF WarZone

PUBLISHER: ACCLAIM LAST MONTH: 5 RELEASE DATE: JULY 1998



10 Namco Museum Vol. 1

PUBLISHER: NAMCO LAST MONTH: 12 RELEASE DATE: AUG. 1996



11 Frogger

PUBLISHER: HASBRO LAST MONTH: 16 RELEASE DATE: OCT. 1997



12 Triple Play 2000

PUBLISHER: EA LAST MONTH: 4 RELEASE DATE: AUG. 1996



13 NFL Xtreme 2

PUBLISHER: 989 STUDIOS LAST MONTH: - RELEASE DATE: JULY 1999



14 Bugs Bunny: Lost In Time

PUBLISHER: INFOGRAPHICS LAST MONTH: - RELEASE DATE: AUG. 1999



15 Need For Speed: High Stakes

PUBLISHER: EA LAST MONTH: 11 RELEASE DATE: MARCH 1999



16 MLB 2000

PUBLISHER: 989 STUDIOS LAST MONTH: 8 RELEASE DATE: MARCH 1999



17 Namco Museum Vol. 3

PUBLISHER: NAMCO LAST MONTH: 15 RELEASE DATE: FEB. 1997



18 Road Rash 3D

PUBLISHER: EA LAST MONTH: - RELEASE DATE: AUG. 1998



19 Jeremy McGrath Supercross '98

PUBLISHER: ACCLAIM LAST MONTH: 17 RELEASE DATE: JUNE 1998



20 Gran Turismo

PUBLISHER: SCEA LAST MONTH: 14 RELEASE DATE: MAY 1998



namco

Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

- 1 Resident Evil 3 Nemesis The zombies will soon be upon us, and our readers simply can't wait.
- 2 Dino Crisis Despite her best efforts, Regina can't dislodge her rival Jill Valentine from the number-one spot.
- 3 Tomb Raider: Last Revelation Rounding out this trifecta of heroine-driven titles is Miss Croft herself.
- 4 Tomorrow Never Dies Tomorrow may never die, but release dates sure can. Patience, Bond fans!
- 5 Crash Team Racing Bury your memories of Mario Kart, kids; this game will be the best cart racer ever.
- 6 Spyro 2: Ripto's Revenge Spyro joins the popularity contest this month, as his sequel nears completion.
- 7 Gran Turismo 2 Although talk on this one has quieted down, our readers are certainly anticipating it.
- 8 Grandia Game Arts' epic RPG is getting ready to strike shelves with all the fury of a Lit 3 spell very soon.
- 9 Tony Hawk's Pro Skater A big drop for Mr. Hawk in favor of the many adventure titles coming soon.
- 10 SaGa Frontier II This shockingly gorgeous and excruciatingly deep RPG makes its debut at number 10.

Jason Whitmer's Top 5

Our monthly contest winner's top five picks

- 1 Final Fantasy VIII Right now, Jason is far too engrossed in this title to read our witty comments...
- 2 Resident Evil 3 Nemesis ...Hence, we can mock him at our leisure. Jason smells like Tyrant! Ha! Ha!
- 3 Metal Gear Solid VR Missions We'll beat him down just like Ninja workin' over a generic soldier.
- 4 Suikoden II He'll need at least 108 buddies just to save his sorry hide from our playground humor.
- 5 Chocobo's Mysterious Dungeon 2 Whoa—he's back. Please don't summon Bahamut! We're sorry!

Editors' Top 5

What we've been playing instead of working

- 1 Crash Team Racing Naughty Dog has delivered the real deal with this cart racing bad boy. We're sold.
- 2 Resident Evil 3 Nemesis Like we wouldn't be playing this, now that we've got a playable version. Please.
- 3 Madden NFL 2000 We dig a good game of pigskin around these parts, and Madden is the best around.
- 4 Grandia Mark's foray into the fantasy realm of Justin, Sue and the Lovecraftian evil they call Puffy continues.
- 5 Tony Hawk's Pro Skater The second best way to grind, right after...well, you know.

Send your votes for the Readers' 10 Most Wanted games to: Official PlayStation Magazine Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan_peluso@zcd.com or visit the OPM section on www.videogames.com

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8 OUT OF 9 DO IT THROUGH CROSSHAIRS.

9 OUT OF 10 PEOPLE RECOGNIZE HIM.





Coming Soon



Future Releases

40 Winks	GT Interactive	Action
Balistic	Infogrames	Puzzle
Barbie Race & Ride	Mattel	Racing
Big Boarder 4	989 Studio	Sports
Cyber Tiger	EA Sports	Sports
Danger Girl	THQ	Action
Die Hard Trilogy 2	Fox Interactive	Action
Elmo in Grouch Land	NewKidzCo	Action
F1 99	Pygnosis	Racing
FIFA 2000	EA Sports	Sports
Gekido	Interplay	Fighting
Juggernaut	Jaico	Adventure
Konami Rally	Konami	Racing
Knockout Kings 2000	EA Sports	Sports
Medal of Honor	Electronic Arts	Action
Missile Command	Hasbro Interactive	Action
MTV Jams: Music	Activision	Misc.
NBA Live 2000	EA Sports	Sports
NBA ShootOut 2000	989 Sports	Sports
NBA Showtime	Midway	Sports
NCAA Final Four 2000	989 Sports	Sports
O'Bert	Hasbro Interactive	Action
Rainbow 6	Red Storm	Action
Ready 2 Rumble	Midway	Sports
Resident Evil 3 Nemesis	Capcom	Adventure
Road Rash: Unchained	Electronic Arts	Racing
Rugrats: Studio Tour	THQ	Misc.
Space Invaders	Activision	Action
Spyro 2: Ripto's Rage	Sony CEA	Action
SuperCross Circuit	989 Studio	Racing
Test Drive 6	Infogrames	Racing
Thrasher Skate & Destroy	Rocker Games	Sports
Tomb Raider 4: The Last Revelation	Eidos	Adventure
Tomorrow Never Dies	Electronic Arts	Action
Touring Car Challenge	Activision	Racing
Toy Story 2	Activision	Action
Twisted Metal 4	989 Studios	Action
Vigilante 8: Second Offense	Activision	Action
Wild Wild West	SouthPeak Interactive	Action
Worms Armageddon	Hasbro Interactive	Strategy
Wu Tang: Shaolin Style	Activision	Fighting
Action		
Alone in the Dark 4	Infogrames	Adventure
Animorphs	GT Interactive	Action
Blaster Master: Blasting Again	Sunsoft	Action
Brunswick Circuit Pro 2	THQ	Sports
Chocobo's Dungeon 2	Square EA	RPG
Colony Wars: Red Sun	Pygnosis	Action
Darkstone	Take 2 Interactive	RPG
Duke Nukem: Time to Kill 2	GT Interactive	Action
Family Game Pack	The 3DO Company	Misc.
Fear Effect	Eidos	Action
Glover	Hasbro	Action
Hot Shots Golf 2	Sony CEA	Sports
I5: Internal Section	Square EA	Action
Jeremy McGrath 2000	Acclaim	Racing
Killer Loop	Crave	Racing
KISS: Psycho Circus	Rockstar Games	Action
Medieval 2	Sony CEA	Action
The Misadventures of Tim Berman	Capcom	Action
Mortal Kombat Special Forces	Midway	Action
Nightmare Creatures 2	Activision	Action
Panzer General	Mindscape	Strategy
Planet of the Apes	Fox Interactive	Action
Railroad Tycoon 2	Rockstar Games	Strategy
Reel Fishing 2	Natsume	Sports
RollCage Extreme	Pygnosis	Racing
Smurfs	Infogrames	Action
Tenchi 2	Activision	Action
Test Drive Le Mans	Infogrames	Racing
Test Drive Rally	Infogrames	Racing
Tombi 2: The Evil Swine Returns	Sony CEA	Action
Unreal	GT Interactive	Action
Vagrant Story	Square EA	Adventure
Wild Arms 2: Second Ignition	Sony CEA	RPG
Yeh Yeh Tennis	Sunsoft	Sports

December

Detonator Gauntlet	Working Designs	RPG
Gran Turismo 2	Sony CEA	Racing
South Park Rally	Konami	Racing
Vandal Hearts 2	Konami	RPG

Tom Clancy's RAINBOW SIX

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Theme: Adventure

of Players: 1

Availability: November

Developer: Capcom

Publisher: Capcom

URL: www.capcom.com



Resident Evil 3 Nemesis

Zombies: If you can't beat 'em, you'll join 'em



Clockwise from lower left: A good 'ol "crate pushing" puzzle; blowing up a fuel barrel; shooting open a steam pipe to take out some zombies; and using the dodge feature to avoid some unfriendly pups.



In case you missed our big cover story a few months back on the next installment in Capcom's legendary survival horror series, here's the setup: You play Jill Valentine, the heroine from the original Resident Evil, as she tries to escape Raccoon City amidst the same giant zombie wave that hit the city during RE2. Instead of taking place all in one big building like the first two games, most of RE3 is set outdoors, in a winding maze of back alleys and side streets littered with wrecked cars, dead bodies and burning debris. There's a few buildings you'll need to explore—a clock tower, hospital, and even a visit to the Raccoon Police Station from RE2—but it's never too long before you are back on the move.

But enough about setting and story line—what really separates Resident Evil 3 from the first two games? If we had to sum it up in one word, it would be "intensity"—right from the opening FMV

you can see Capcom has stepped the action up to a whole new level. Raccoon City is teeming with zombies like never before—smashing through windows, jumping out of cars, crawling out of graves—sometimes as many as seven of them on the screen at once. Scarier still, they don't all have the same predictable behavior as before—some of them amble toward you with incredible speed (well, incredible for a zombie anyway), and now they can climb up and down stairs. Other nasties like swarms of blood-sucking worms, old favorites like giant spiders, ravenous undead dogs and pesky crows, and new variations of the high-jumping "hunter" creatures from RE1 and spider-like "Lickers" from RE2 are everywhere, never letting you relax for very long.

But the king daddy of all the enemies is definitely Nemesis, the hulking eight-foot-tall zombie hit-man on steroids who stalks you relentlessly throughout the game.

Sometimes armed with a rocket launcher and always in a bad, bad mood, he moves at almost twice the speed of your character and can hammer you to the ground with a single punch or pick you up and toss you around like a ragdoll. Add to that his unpredictable nature (he loves to reappear when you least expect him) and you quickly learn to fear even the sound of his thunderous footsteps.

Luckily RE3 includes a host of new gameplay features to help you fight the Nemesis and the rest of his rotting buddies. An instant 180° spin lets you turn quickly to fight enemies on two fronts or make a quick getaway. You can also dodge attacks now, quickly sidestepping or knocking your assailant back with a stiff shoulder tackle if your timing is just right. And for you gun-loving militia types, RE3 even lets you make your own ammo! It's a lot like mixing healing herbs in previous REs: There are three different



"I get knocked down, but I get up again..."

24

Number of bullets required to take down the Nemesis creature. Not kill it—just to knock it down.

Also starring...



Most of the supporting characters in Resident Evil 3 are members of the Umbrella corporation's Biohazard Countermeasures Force, a group of mercenary badasses sent in to Raccoon City to rescue any surviving civilians (although some of them seem to have their own dubious agendas). At one point in the game you even control one of them—self-styled ladies' man Carlos Oliveira.



Left to right: Nemesis introduces himself to Jill; a big batch of very large worms; Carlos slow dances with a brainsucker; the new breed of hunter strikes a pose; and—good God, what the hell is that!?



Decisions, Decisions

No, that screenshot (far left) isn't messed up. At certain points in the game the screen flashes and you are confronted with a decision—you have seconds to decide between two courses of action, usually fight or flight.

types of gunpowder you can use, either by themselves to make normal bullets and shotgun shells, or combine 'em to make acid rounds, explosive rounds and more.

If all these new enemies and gameplay features sound intimidating, don't worry. Although Nemesis has been designed with the more hardcore RE players in mind, first timers haven't been forgotten. RE3 features an easier difficulty level designed especially for survival horror virgins and less patient players: Instead of starting the game with the standard handgun and nothing else, this novice mode outfits you with an array of big automatic weapons, healing items, tons of extra ammo and infinite ink ribbons for unlimited saves. Plus, both difficulty levels equip you with manuals you can reference at any time, explaining all the new moves and features.

If you're as anxious for RE3 as we are, don't forget you can sample a taste in the demo packed in with Dino Crisis right now, or wait until the full release in November.



Like RE2, the intro, ending and important story points in Resident Evil 3 are told through awesome FMV sequences.



Even the maps in Resident Evil 3 have improved. More detailed than ever, they show locked doors and allow you to zoom in and out to get a better perspective on where you are.

Theme: Adventure

of Players: 1

Availability: January 2000

Developer: Kronos Digital Entertainment

Publisher: Eidos Interactive

URL: www.eidosinteractive.com



Fear Effect

The only fear is fear itself



So, you're a mercenary in the Hong Kong of the near future. You're no greenhorn in the soldier-of-fortune biz, that's for sure, and a simple rescue mission like the one you've been offered—get the daughter of a Triad boss out of a rival protectorate—sounds like a cakewalk. Well, at least it ain't hunting androids or xenomorphs, right? Nothing to be afraid of, not for a tough guy/gal like you.

Wrong. Dead wrong. Seems that Forces Beyond the Ken of Man™ are behind all of this trouble, and they're coming straight from the flaming maw of the afterlife's least favorite vacation spot to put you down and keep you from disrupting your plans. The threat is real. The fear is very real.

At least, that's the premise behind Kronos' future-noir survival horror title, *Fear Effect* (formerly known as *Fear Factor*). Utilizing a slick visual engine that lays elegantly shaded comic-style characters over FMV backgrounds, the environments come to vibrant life, in a fashion that makes the rendered

stills of *Resident Evil* look downright dated. You'll take control of three different mercenaries, and utilize their diverse skills as you battle triad lackeys and demonic foes alike and unravel the dark skein of the plot.

The game itself plays similar to *Resident Evil* and other survival horror titles, with a novel twist: There is no health bar. Instead, as you take damage, your "Fear Meter" increases, causing your aim and strength to decrease. Conversely, the more whoop-ass you deliver, the better your performance becomes as your confidence and adrenaline soar. The game also allows for stealth techniques, allowing for more diverse approaches to the game's myriad scenarios. Lastly, the current revision allows the player to save anywhere, a feature that will hopefully remain intact upon release.

With a stylish look, a catchy premise and a deeper play experience than is expected for the genre, *Fear Effect* should give the competition quite a scare.



Go to Hell. No, not pejoratively; you're gonna hafta pay a visit to the other Land Down Under if you hope to unravel this twisted mystery.



Meet the Team



Hana Tsu-Vachel: She's the '90s heroine in full force. She may be slight, but she's got the skills and the stealth to compensate for what she lacks in brute firepower. Her aim with her 9mm pistol is impeccable, and she's not afraid to stick a sharp piece of reinforced titanium in the back of those who get between her and the big dollars.



Royce Glas: Your classic film noir protagonist. Lantern-jawed and hard-bitten, he's the consummate mercenary, with the skills to match. What he lacks in cunning he more than compensates for in raw strength and firepower. Any man who can lose an arm and keep on fighting is not a man to be taken lightly.



Jakob "Duke" Decourt: The bomb guy. As the resident demolitions master of the team, Duke's job is to get in there and ensure that nothing remains standing. You'll never find this guy without his old pal Mr. C4 handy. Despite his competence, will his know-how be enough to tackle the forces that threaten his very soul?

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Theme: Sports

of Players: 1-8

Availability: November

Developer: 989 Studios

Publisher: 989 Studios

URL: www.989studios.com



NCAA Final Four 2000

The rim-rockin' sequel to the best college hoops game yet



Right: DePaul's trailing, badly. Perhaps they need to hire a new virtual coach. Top right: The stadium graphics are looking exceptional this year.

316
The number of Division 1A teams to choose from in NCAA Final Four.



Quinn Question

Quinn Buckner's commentaries are big enough to turn even the biggest college basketball fan away from their beloved sport. His constant upswing at the end of his sentences leaves everyone wondering if he's asking a question or commenting on a grueling, high-intensity game of hoops. "Here's the shot!" says a confused Buckner. And no one can get enough of this brilliant Buckner query: "On the drive!" Maybe there's a little mean-spirited embellishment here, but it's all justified when Quinn gratingly bellows out his best Elvis after a blocked shot by howling, "Return to sender!"

As sports sequels go, *NCAA Final Four 2000* by 989 Sports seems to be making the mandatory strides to maintain the college hoops title for Y2K.

As in previous titles, *FF2K* works hard to give the illusion of "being there." The appeal of college sports over pro will always be atmosphere, and 989 delivers with rowdy, applause-happy crowds, fight songs and chants.

The gameplay seems as smooth as you'd hope, with mostly fluid, realistic player animations. Though at this point there seems to be the occasional animation gaffe, there are great motion captures of fadeaways, fancy dribbles and dunks. The characters also sport new models in which players are scaled to their actual height and weight,

and even move differently depending on these factors.

This time around, offense is handled by ■ more reserved Icon Passing in which the icons are a bit less distracting. There's also Icon Cutting, which will lead forwards to the hoop for big-time power dunks and alley-oops.

Other notable additions include the "Bubble Watch" and end of the year awards. "Bubble Watch" allows a team's progress to be tracked throughout the course of a season. This will help players predict which teams will be invited to the ever-elusive NCAA Tournament dance at season's end, where the league offers up awards for first and second team All-Americans, National Player of the Year and Conference Player of the Year.

There are three gameplay modes, including Tournament, Exhibition and Season. A great feature is the conference tournaments that go down after the regular season is over, giving a last gasp for sub-500 teams. Unfortunately, there isn't a franchise mode to keep careers going, so sim freaks may be disappointed.

The preview version we had a chance to play sports a couple early flaws, though. For some reason, there's a lack of airballs; even full-court prayers manage to clank off the iron. It's also difficult to figure out who has the ball in the paint. Shot blocking is also way too easy, regardless of the size of the player. Not to mention that Quinn Buckner needs to learn the golden rule that our mother's taught us: If you don't have anything good to say, don't say anything at all. Only ■ minute after a tip-off he'll tell the world it's a low-scoring game.

Overall, *Final Four 2000* is going to turn heads. It may lack long-term depth without a dynasty mode, but even in this early version it's clear that it's more than just a re-hash of last year's offering.



There are several ways to track your team's progress, and find out how close they are to the Tournament. Our beloved DePaul isn't looking too hot—but they're still not out of it, no matter what the coaches' poll says.

Feeling Lucky?

Fire up the lava lamp, throw on some gold chains, load up Vegas Games 2000 and cha-ching! You'll be rollin' with the players faster than you can scream "Hit me!"

We're talking classic casino games here with sounds and graphics so money, all you're missing are the honeys and the highballs. Games like Blackjack, Deuces Wild, Craps, Seven Card Stud, Roulette and Baccarat. There's slots more where those come from, too. Over 20 sure-bet games. So skip the lounge act.

Lil'ith impersonator not included

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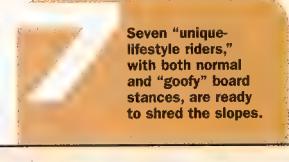


Theme: Sports
Players: 1-2
Availability: October 1999
Developer: Radical Entertainment
Publisher: THQ
URL: www.thq.com



MTV Sports: Snowboarding

A hot MTV license, blessedly minus Jesse Camp



Yes, it's another snowboarding title and hence, snow features prominently in these screens. Can you guess that we're a bit tired of snowboarding games by now? That said, MTV Sports: Snowboarding has one of the smoother visual engines in this overpopulated genre.



Seven "unique-lifestyle riders," with both normal and "goofy" board stances, are ready to shred the slopes.

Sarcasm and Snowboarding Don't Mix

MTV: Snowboarding has its "Create-A-Park" option. Trick'n Snowboarding had its advanced replay customization mode. Cool Boards 3 had a complex stunt engine. As a service to developers struggling to distinguish their hip snowboarding title from the pack, here are a few possible "rad" gimmicks that can be employed:

COMBAT: Slope jockeys scrape snow on boards of razor-edged titanium, packing all the latest ninja cutlery and state-of-the-art munitions. Hey, if you can't lay down that 720° kickflip on the halfpipe, slap a tactical nuke upside the competition's head!

POST-SLOPE SKA JAM SESSION: After a hard run down that black diamond, whack buttons (PaRappa-style) along with tunes from today's hottest ska bands! Mix your own video to really wow the peeps. Whoa! Too extreme, dude!

DWARF BOWLING: Hey, anything is better with dwarf bowling. You think that double pick off the mogul was tough? Try making the 7-10 split! (Note: OPM does not encourage the real-life practice of dwarf bowling and the sick, sick people whom it might amuse.)

Without a doubt, snowboarding games have become a genre unto themselves. They're racing games at heart, sure, but they have moves and "combinations" in much the same way your average fighting game does, to boot. Radical Entertainment and THQ, armed with the MTV Sports license, are set to bring what may be the most fully featured snowboarding game out there to shelves in October.

Certainly, the list of features is mighty impressive. Check this, slope fiends: 46 unique tricks, which can be extended into several times as many combos; seven unique riders, each with their own characteristics, styles, aerials and taunts; licensed equipment from major manufacturers such as K2, Forum Boards and DC Shoes; five different events to compete in, including the omnipresent Half Pipe trick mode and more unique modes such as BoarderX and Big Air; and a full-featured "Create-A-Park" mode which lets budding snow park

entrepreneurs design their own courses and layouts. Throw in some music from big names such as Fear Factory and Blink 182, and you have quite a "smorgas-board" (get it? smorgas-BOARD!) for the discerning snow bunny to choose from.

The game's visuals are no slouch, either, with an icy-slick framerate and none of the texture warping and draw-in that marred earlier titles. The analog controls are quite precise, allowing even newbies to pull off wild aerials with relative ease. Five different modes, including a training mode and a two-player head-to-head mode, will keep even the most dedicated slacker busy for a fair while.

In the end, will MTV Sports: Snowboarding have what it takes to score the big points with gamers on these crowded slopes? Or will it be another chump planted face down on the icy concrete of the industry half-pipe? Only time will tell, but there's no doubt that Radical's offering is well-equipped to compete.





TOOVENSTEIN

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is a wacky new kids adventure game based on the Emmy Award-winning TINY TOON ADVENTURES animated series! Trapped inside Baroness Toonenstein's (Elmyra's) mansion, Furball with panicky pals Plucky and Hamton, must avoid getting their brains swapped with Elmyra's cuddly creation. In this haunted hide-n-seek, the only chance of escape is to redirect the mansion's "creepy" power and stop Elmyra in her monstrous machinations!



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• Visually stunning graphical

• Great blend of action and adventure!



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This title has not yet been approved by the Entertainment Software Rating Board.

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From Hawk Mansion to the depths of the secret government facility on Raccoon City, you'll be running through strategy and violence in all new 3D game engine environments. You'll be given an arsenal of hand-to-hand combat moves and over 20 new weapons. But it's not enough, just like in the original, you'll be fighting off hordes of infected enemies from breathing new life into the original 2002 game.



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Sega
Dreamcast

OF

Theme: Action

of Players: 1-2

Availability: Now

Developer: 3DO

Publisher: 3DO

URL: www.3do.com



Army Men Air Attack

3DO keeps churning out tiny men with big guns



In the "Our World" missions, the heavy arms on both sides appears in the form of high-powered fireworks, like this Roman Candle SAM site at left.

3DO is taking their Army Men franchise to the air with the upcoming release of Army Men Air Attack. Perhaps best described as a miniature take on EA's Strike series, Air Attack puts players at the controls of one of four helicopters as they struggle to help the noble Green Army wipe out the insidious Tan Army.

The story begins with the evil Tan General Plastro, who has discovered mysterious portals that grant access to a world inhabited by giants (i.e., us), where everything is so large as to make Plastro's plastic armies seem the size of mere toys. Now Plastro has begun a new arms race based solely on objects which, though small and mundane in our world, become magnificent machines of death when transported through the magical portals. Now, the Green heroes must maintain the balance of power by importing their own creations.

This leads to an interesting mix of environments: The game's 22 levels are divided fairly evenly between "Our World" and "Their World" missions, with objectives frequently carrying over from one world to another. On one level, for example, your mission is to protect a cute little fuzzy teddy bear as it floats peacefully down a stream

toward a portal. Complete this objective and you'll progress to the next mission, where Mr. Snuggles becomes a walking instrument of wholesale destruction, stomping through Tan soldiers whenever possible and frying the ones he can't reach with laser beams shooting from his eyes.

But you won't have a Fuzzy Bear of Death on your side for every level, so you'll need to choose your armament carefully. First, you'll need one of four helicopters (see sidebar). Then, you'll have to choose your co-pilot: Felicity Wanamaker is especially skilled at the use of napalm; John Lawless works best with homing rockets; Joe Parker is a whiz with the basic rockets and James Marshall works the machine guns like no one else. (It's important to select an appropriate co-pilot, since they handle the precise aiming of every weapon.) And of course, you'll also have your choice of machine guns, rockets, homing rockets, swarm rockets, napalm and flares (which can call in a pair of paratroopers for support).

Expect to see even more Army Men games on the way, as the franchise has already taken a key position in 3DO's lineup. Air Attack should be in stores by the time you read this.

Choose your ride

Though at the start of the game you only have one chopper at your disposal (the Huey), as you progress you will earn new, more powerful vehicles. Here's the rundown (top to bottom) of what'll be in your hangar by the time you're done with the game:

The Huey, though not terribly powerful, is quite fast and also quite agile. It does take a big hit in terms of speed, however, when carrying a heavy load by winch.



The Chinook is slow, but both powerful and well-armored. This is the choice for transportation missions, as it stands up to heavy loads quite well.



The Super Stallion, while not excelling in any category, is an all-around solid ride, but...



The Apache is the master of the battlefield, with superlative stats in every category.



Death from above

For additional offensive assistance, you'll be able to take advantage of just about any object in the environment: Just lower your winch to grab hold of pine cones, soda cans, doughnuts or whatever, and drag them through the Tan defenses—or just plop 'em right down on top of their stinking, evil, unsuspecting Tan heads.



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Theme: Action
of Players: 1

Availability: Q4 1999
Developer: DMA Design

Publisher: Rockstar Games
URL: www.rockstar.com



Grand Theft Auto 2

Welcome back to the life of a very bad person



As a punk, the notion of private property is but an irrelevant philosophical question. You like the car? You take it. And if the owner wants to debate your lack of altruism? Turn him into a puddle of bloody custard on the asphalt.

Ah, controversy. Really, it goes without saying that at least one title in this season will reap the rewards (such as they are) of socially dubious content. This fall, that honor goes to *Grand Theft Auto 2*, the sequel to 1997's popular "sim criminal" offering from DMA Design. Like its predecessor, *GTA2* offers a hefty portion of substance beneath its violent and amoral surface. You'll take up the role of a hardcore-but-green thug out to make himself number one with a bullet, just as you did in the first. This time, however, there's ever so much more to do in getting to the top. This time, seven different gangs are mixing it up over a vast and sprawling city, and their individual "respect" is what indicates the sort of missions and rewards you'll get for being naughty. However, respect is never easy—pull off a few drive-bys or car thefts for the Yakuza, and you may find that your respect has declined with rival

gangs. Declined, in fact, to the point that they're sending guys out to kill YOU. Get too good, and you may find the FBI and the Army called in by local authorities to shut you down. Balance is everything to the career criminal, and you'll have to play the field if you plan to emerge at the top of the pile.

Graphically, *GTA2* is smoother and sharper than the original, with more visual variety for you to wreak mayhem amidst. Car bombs send spectacular fireballs skyward, and multi-vehicle pileups await the regular traffic offender in grand style. Molotov cocktails, tasers and even rocket launchers flesh out your potential arsenal, with disturbingly satisfying effects. The controls are also much tighter than those found in the original, putting all of your favorite criminal activities, from jaywalking to arson, at your grubby little fingertips.

Best of all, the car-theiving hijinks

of the original return; you can commandeer any vehicle you see, including taxis, cop cars and even freight trucks. Live out all of your road rage fantasies by taking a marked yakuzza roadster down a populated sidewalk at 40 miles per hour, or meander into a busy shopping mall and punch every shopper who gives you a funny look. Not that doing so will win you any pals; when the Army comes a knockin', your hide'll be rocking, courtesy of a few carefully aimed mortar shells.

Overlooking the morally questionable content, *GTA2* offers one particular strength of play: a vast and living city as a playground for the more twisted imaginations out there to exploit, with a virtually unparalleled level of freedom and interactivity. Even if the content may make mothers everywhere shudder in horror, there's no denying that DMA Design and Rockstar are aiming for the big hit.

A Current Affair

If you've always wanted to live out your own Fox prime time documentary, now's your chance. Get some cops on your tail, and barrel into an open-air mall. Now that's some classic TV in the making.



How to Make Friends and Influence People

While playing *GTA2*, colored arrows will direct you to phone booths where you can contact one of the seven major gangs. After getting in touch with your prospective employers, you will be assigned simple tasks to prove your dedication; tasks such as playing courier for a drug dealer or taking down a few wiseguys. Take the initiative and trash any rival gangs, and you'll be richly rewarded with newfound respect. Just don't doublecross your boss, or it'll be concrete shoes and Pier 57 for you!



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Introducing Omega Boost. Why go to all the trouble of being weightless if you can't blow up a bunch of space crap?



While the engineers at NASA might have been shortsighted, ours were not. They've put together a gravity-defying, medulla-blowing shooting game with a full 360 degrees of free-range motion. Translation: Now you have the ability, and the sophisticated weaponry, to annihilate alien warships with frightening speed and accuracy. All of which beats the hell out of adjusting some wing nut on the MIR Space Station. **Omega Boost, from the creators of Gran Turismo.**



Theme: Sports

of Players: 1-4

Availability: October

Developer: EA Sports

Publisher: EA Sports

URL: www.easports.com



Cyber Tiger

Tiger Woods lends his cybername to a light-hearted golf title



Note the patently "zany" character designs and goofy course layouts: this ain't yer grandpa's golf sim.

For years, EA Sports has done their best to port their hit PC golf titles to the PlayStation. One look at our scores for these past titles will illustrate how impressed (or rather unimpressed) we were with their efforts. To EA's credit, they appear to have done a complete 180 on their approach to the much-vaunted Tiger Woods-endorsed series. Gone are the strict, by-the-book rules and overly polite crowds, replaced by some rather goofy (but extremely fun) upgradable golf balls, and a downright disrespectful crowd. How disrespectful, you ask? Let's just say it isn't uncommon to hear a cell phone start ringing during your backswing, or worse yet, a spectator flatulating before you hit an extremely important putt.

You can thank the popularity of Hot Shots Golf for the change in EA's console golf philosophy. Unlike HSG, however, CyberTiger maintains realism where it truly counts: the courses. Play on five exclusive Tour courses such as Sawgrass or the featured Spyglass Hill. Ball physics and the realistic assortment of golf shots (itches and chips around the green) will also satisfy the most

hardcore of golfers, but where CyberTiger shines most is in its new lighthearted and fast approach to the game, making it easy for anyone to pick up and start firing at the pins.

In a very RPG-esque approach to the game, you start your career as a very youthful Tiger (or one of several other female or male golfers) and through tournaments grow him/her into the game's namesake: the all-powerful Cyber Tiger. As your player ages, shot distances will increase and you'll obtain a marked improvement in control, putting and the ability to spin a shot. Some players may not like that you can't immediately play as Cyber Tiger, and may actually have a difficult time acquiring the more powerful golfers. Our preview copy proved to be a bit on the difficult side. When you're doing well in a tournament, the CPU players seem to magically play a lot better. This could change by the final release, though.

The most innovative aspect of the game is its swing method. Sure, the tried and true (read: boring) swing meter is still an option, but in great style, EA has

added an analog swing option. Put your Dual Shock in analog mode and the stick becomes a golf club. Pull back on the stick and watch as the golfer's club comes swinging back. Push forward on the stick and the onscreen golfer lets loose a shot. Pushing the stick to the left or to the right will induce a hook or slice as needed. This method works brilliantly. Hopefully the days of twitchy swing meters are behind us.

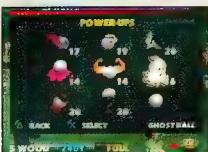
A collection of wacky upgrade golf balls bring a bit of hilarity, and strategy, to multi-player games. To obtain upgrade balls, simply hit a target found on the game's driving range. The Powerball doubles the distance of a normal shot. The Gumball stops immediately upon impact, making it extremely useful on shots at the green. There are eight such one-use-only ball upgrades as well as some golf club upgrades, which increase distance and accuracy. Game modes range from the requisite Skins to stroke and tournament play. CyberTiger is shaping up nicely and looks ready to take the golf game crown.

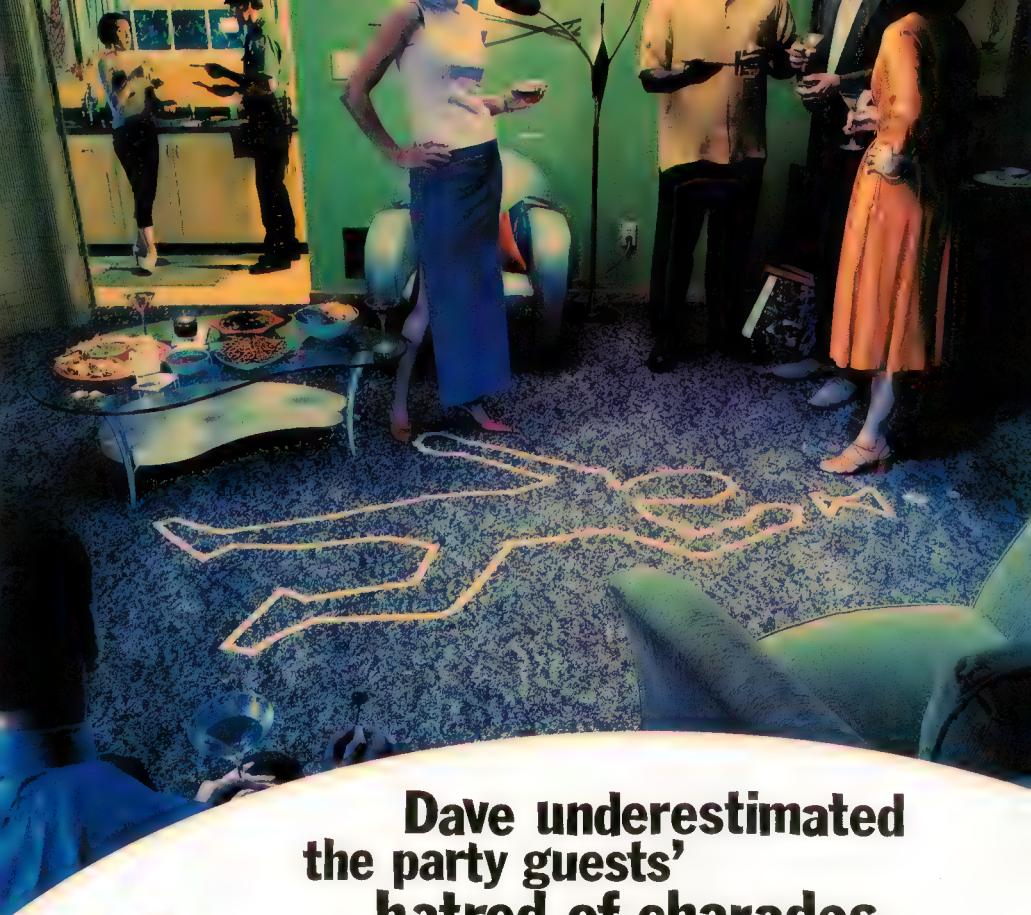
Would you expect anything less than the best from Tiger Woods?

Meet the Cybergolfers



The eclectic and caricatured cast of golfers includes four different versions of Tiger Woods, starting with "Lil Tiger," a youthful version of the skins star, up through two adult versions, and finally ending with "Cyber Tiger," the all-powerful golf deity. Other golfers include the Bill Gates-esque Chip, a supermodel named Carmen, and the omnipresent teen female, named Mia.





Dave underestimated the party guests' hatred of charades.

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YOU DON'T KNOW JACK.**



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TEEN

Comic Mishchievous Strong Language
Suggestive Themes

For information on this product's rating, please call 1-800-777-3772.

Category: Action
Title: *James Bond 007: Tomorrow Never Dies*
Release Date: Nov. 1999
Developer: Electronic Arts
Publisher: MGM Interactive
Web Site: www.mgm.com



Tomorrow Never Dies

At long last, James Bond makes his PlayStation debut



10
Ten massive regular levels (and two potentially secret ones) await the arrival of Sir James Bond.



Packin' Heat

Here's just a sampling of the weapons of Sir James will have to use on his mission:

- PK7**—the old standby for British spies everywhere.
- Sniper Rifle**—Use RI to zoom in on evil at range.
- Assault Rifle**—Rapid-fire death for all.
- Auto 9mm**—like the Assault Rifle, only smaller.
- SMG 45**—high-speed submachine gun. Tres deadly.
- GL40**—a grenade launcher.
- STK Bombs**—“sticky” bombs that attach to the target.

One thing can be said for the most debonair of spies: they always know when to be fashionably late. But can the same be said for the oft-delayed Bond title from Black Ops and MGM Interactive? The date for this hotly anticipated PlayStation arrival has been set many times, and on each occasion eager fans have been stood up.

Well, take heart: if the latest build from Black Ops is any indicator, you should be taking on the Carver Media empire very soon. As soon as November, in fact; with the current build at eighty percent and all levels in place, there's very little save an evil genius that could thwart Black Ops' plans to put PlayStation owners everywhere into the shoes of the world's most notorious spy.

Now, the big question on everyone's mind is this: "How well does it compare to the hugely venerated N64 Goldeneye 007, the standard by which all Bond games are judged?" As of this revision, it's looking mighty good, although it's definitely more Syphon Filter than traditional first-person shooter. The framerate is consistent, and the controls are very responsive, with a wealth of techniques at your disposal. Enemy AI is very savvy, with foes that strafe, roll, duck and dodge to avoid Bond's best attempts to lay them out colder than a freon-huffing

Eskimo in the dead of winter. With such brains behind them, stealth (ever a spy's best friend) is the tool of choice; the clever would-be-Bond should take advantage of the ability to peer around corners and silently slip behind guards to succeed where brute force and raw firepower may not. Most novel of all are the driving and skiing sequences, which break up the third-person action with new techniques and new play elements. You'll also get the occasional assist from Chinese assassin Wai Lin, as well as secret technology from Q and cronies. The play variety these additions contribute to the 10 overarching levels is not to be underestimated; the missions are absolutely huge, and a little change of pace is always welcome. You'll have your work cut out for you if you wish to explore the levels fully, rest assured.

Graphically speaking, the game is tighter than Syphon Filter, even in alpha form. Enemy animation is truly slick, and the effects, while not Final Fantasy VIII astounding, are quite satisfactory and convincing in their detail.

So, will it be all that action fans are hoping for? Well, it's still too early to judge, but the taste we've been given seems to hint that the wait may be worth the while, and that Bond, while much delayed, will arrive in his accustomed style.



BEWARE... THE DARKNESS WILL ROCK YOU!



CHECK OUT A PREVIEW
ON THE DEMO DISK
INCLUDED IN THIS MAGAZINE.

Stumble through an underground world as you command the stranded Rock Raider team. Your mission is to dig for LEGO Power Crystals which are vital to your crews survival. You'll direct a fleet of the most futuristic mining equipment the galaxy has ever seen. However, always beware to avoid the DARKNESS! Looming Rock monsters are always a threat to the teams survival.



Get ready to Rock



High adventure deep underground

Theme: Fighting
of Players: 1-2

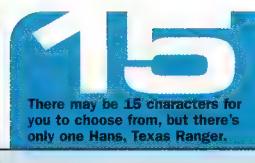
Availability: October 1999
Developer: The Neverhood

Publisher: Dreamworks Interactive
URL: www.dreamworks.com



Boom Bots

More underappreciated genre-busting weirdness from The Neverhood



Top: Moby Tank, a
staunch defender of justice whose turret head is
completely detachable.

Right: Spitfire Impales
Dog E. Dog on his
propeller in a vicious
grapple maneuver.

Imagine, for a second, that you are a video game previewer, and you are currently digging through press releases for salient information on a forthcoming title. One in particular catches your eye: "The goal of the 1P game is to survive an arduous series with the Feline Alien Research Troop's Boom Bots... thereby regaining possession of the Earth's housecats and ridding our planet of the troublesome United Rat Infestation Nation." A PR wonk's crack-induced ravings, or more craziness from the sultans of strangeness, The Neverhood?

If you picked the latter, a future in magazine slavery could be yours. And the release is no joke: Boom Bots is a bizarre but entertaining battler in the vein of Destrega and Power Stone. Of course, comparisons to both titles is a bit premature, since neither of them feature such insane characters as Dog E. Dog, a

robotic canine hitman with a head four times the size of his body, and Pittsburgh, an obese but decidedly patriotic boom bot. The premise of play, however, is fairly similar: Battle your opponent in an open arena, utilizing both ranged and close attacks to bring him down, and, as the press data so brazenly states, "make him feel bad about himself in the process."

The game's graphics are as weird as the premise, with characters and arenas rendered in that same distorted and oblique style that made Skullmonkeys so distinct. Processor load management techniques developed for the game ensure that no slowdown will occur below the game's liquid-smooth 30-frames-per-second visuals, no matter how intense the action gets. One-player battles are broken up with The Neverhood's classic "Klaymation" movies, which chronicle the frankly

disturbing misadventures of Boomer, the game's marquee boom bot.

Combat itself is free-roaming and delightfully spastic, taking place in arenas that run the gamut in weirdness from a generic launch pad to a giant box of kitty litter, replete with a man-sized offering from the megafeline itself. You'll use your stock machine guns and guided missiles to wear your foe down, but when you want to get hardcore, intense and cinematic grappling moves are provided. Boom.

Like most Neverhood titles, this game has had very little advance hype, despite the solid mechanics and unique vision behind it. If the wacky antics of Klaymen and the Skullmonkeys made you spew Coke out of your nose, or if you have a craving for insane arena-based combat, Boom Bots might just be the twisted experience you so richly deserve.



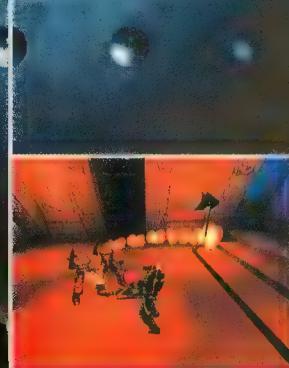
A Klaymation Primer, Vol 1

To the left are a smattering of screenshots taken from the game's decidedly, er, eclectic in-game movies. If a picture is worth a thousand words, the vast worth of verbal content these images provide are probably better left unspoken.

FIGHTING FORCE 2

A SEQUEL? WELL, WHAT'S NEW?

In Fighting Force 2, everything is new. Core Design took the best elements of the original game, which was the fast-paced hand-to-hand combat and object interaction and carried it to the next level in-gaming. Sporting a brand-new 3D game engine and focusing on the action genre rather than simple beat'em up has really opened the eyes of tough-to-please hard-core gamers. Rather than using an entire "Force" of characters, Core has chosen to focus on the main character (see sidebar). Hawk Manson will lead the charge in this sequel. This allows for more storyline elements to be introduced as well as more complex fighting and animations of moves. The character will have. The main objective of the game is not known at the outset. The storyline is integrated, giving clear objectives that allow the plot to unfold. Cut scenes will be used to give the player his next objective or further information. Then as the player progresses through each location, a number of scripted scenes will be used to advance the story line. Hawk is also equipped with a data handset of which information is received via the Control Base. The Base will give Hawk additional information and objectives.



"In fact we have introduced many new weapons, which will help the player to deal with some of the most difficult situations, making the action more realistic and rewarding. All the fighting moves and the system have been redesigned so that interacting with them results in a more balanced game for the player," says Ken Lockley, Producer at Core Design.

Level Progression

The player must negotiate nine global locations, split into approximately 24 separate stages. The levels vary from the steel mills of Pittsburg and a tank factory in Japan to South America.

Each location holds a clue that leads to the final confrontation with the ultimate enemy. Throughout the missions Hawk will also collect body armor at the various locations which provide additional strength and protection. The game flow also splits after the fifth level where the player is given a choice that will result in the player visiting different locations.



Artificial Intelligence

Each of the 50 enemies and bosses have unique artificial intelligence and are knowledgeable about the layout of the surroundings. For example, if Hawk enters a room the characters may react in different ways. They may choose to confront the player, try to raise the alarm or run for assistance and if fired upon directly they run away, but also raise the alarm in the process. This is where some of the stealth capabilities play a role in the game. Some characters will not perceive the player as a threat unless a direct action is taken against them. Avoiding confrontation in some situations may be a more strategic decision.



The AI and game flow control in FF2 create much more varied and interesting potential outcomes in any given situation. For instance the removal of an enemy before he manages to set an alarm (Bringing reinforcements into a room). This would be BAD!, will make passage through that area substantially easier. The player will also be able to learn from the



FIGHTING FORCE 2

Hawk Manson

1987 Enrolled in the U.S. Marines. Saw active duty in Panama, Grenada, and the middle east. Served one year in the elite Navy Seals unit.

1995 Injured and discharged on medical grounds

1996-1999 Freelance security advisor for local law enforcement agencies in the United States and Europe. Police records cannot prove any links to vigilante activity but Manson is suspected of strong arm law enforcement and has been seen at paramilitary training camps in Texas and Nevada.

2000 Part of the team that uncovered and stopped Dr. Zeng from wiping out the population of planet earth at the turn of the century.

Current Occupation: Currently employed as a Weapons Inspector for the United Nations.

Specifications:

Alias: The Hawk

Height: 6'2

Weight: 146 lbs

Special Skills:

Experienced in projectile weapons and motor vehicles

Extras: Can hack any computer system



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WEAPONS

behavior of individual enemies and in later levels, avoid having to deal with the reinforcements by taking the "alarm setting" enemy out FIRST before he is able to call them, says Lockley.



Ken Lockley on the new approach to FF2

The original game's major weakness would have to be repetition. With FF2 the ratio of hand-to-hand combat and weapons use is roughly 50:50. We had to completely re-think the control system to allow many more combat moves / combos. There are specific combos and deadly weapons, even moves when guns are emptied (player can use empty pistol to hit enemies.)

We also have "chargeable" moves that take time to charge, but are extremely powerful. Due to the fact that there are more weapons available and to the type of 3D environments the count of moves has almost doubled from the previous Fighting Force.



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Heckler and Koch HK-61



Lightweight and easy of use were the main design aims of this weapon. Designed to be used in a variety of combat scenarios, the rocket launcher utilizes a cartridge loading system to speed up rate of fire and delivers a range of ordinance. These include standard high explosive rounds, HEAT and laser targeted rockets.

AT-4



An standard NATO ordnance, the AT-4 hand grenade has been produced in large numbers and exported to over thirty countries worldwide. The AT-4 was the first shoulder-fired grenade to be adopted by the Soviet Army, Service and the reliability of the weapon has made it a favorite with all branches of the armed forces, especially anti-terrorist and special forces units. Multi-format programming allows the user to select the type of detonation required before arming the grenade.

Escher Commando Blade



The designers have used the most advanced technology and materials available to create a close quarters weapon capable of surviving even the most inhospitable environments.

Dodge Urban



Using tough lightweight plastics, the Dodge is the next century's answer to the twelve-gauge shotgun of the old west. The recoil-reducing system employed in this weapon gives it the edge over other auto-loading shotguns. The higher recoil from this system is soaked up by the clever design of the weapon's body and stock, and the advanced lightweight plastics that make up the construction.

UZI-2



This high velocity sniper rifle is military and special forces grade hardware. Lightweight and using advanced thermal imaging technology, it fires thermal hollow bore rounds up to a 3km range. The targeting scope is classified technology, and its environment sensors can detect wind speed, fall off and operator shake, and compensate for these factors accordingly.

Schleier TGM-72



This assault rifle is capable of a murderous and sustained rate of fire, outstripping any other assault rifle currently on the market. Firing 9mm rounds, the TGM-72 has been designed for upgradability and will accept a wide range of combat accessories. Night sights, laser targeting and grenade launchers being just a few. It is a favorite weapon for anti-terrorist units where close range and high rate of fire are required.

Bodog-Blitz



This is a carbon fibre baton designed to deliver an electric shock on contact with an earthen object. A favorite with security forces in the USA but banned in many other countries, the baton is used in riot control and siege-breaking operations.

General Dynamics M-30

20mm explosive case rounds fired at thirty rounds a second make the General Dynamics chain gun a deadly piece of hardware. The compact dimensions of the weapon allow it to be mounted or carried, but the manufacturer does not recommend firing from the hip.

ARMACOM 400

With a range of 50m, this flamethrower was designed for urban warfare where neutralizing snipers and house to house fighting are necessary. The flammable explosive liquid is held in a 10-litre tank under the body of the weapon and is pressurized prior to firing. Cumbersome and inaccurate, the Armacom has not been popular amongst the armed forces.

Black Widow Strike Series 900

Lightweight and tough, the design of this crossbow makes it ideal for covert operations. The weapon can be fitted with a laser guided night sight and is capable of firing a number of bolts. These include carbon fibre, poison tip and explosive head bolts.

Hansol Short Sword

Titanium composite non-reflective blade. Lightweight carbon fiber handle. Balanced and designed for close range combat.

The UZI-2 was a complete redesign of the forty-year-old weapon designed by the Israeli Army. Using modern construction techniques the new gun has maintained its small dimensions, lightweight and heavy rate of fire, but now features many improvements that were previously only available as bolt-on extras. Night sights, grenade launchers and ACT (Adaptive Cartridge Technology) have upgraded the gun into the next century.

SMG AT-9

A military demolition grenade designed for breaching through fortifications and concrete obstructions. Carried by commando, Special Forces and marine first strike units the grenade has proved a versatile weapon for troops fighting ahead of the main force.

Cook SAR-9

This weapon is in use with both military and police forces in the USA.

Firing a range of ordinance, the launcher has a range of 100m and has a rotating drum cartridge containing twelve rounds. Accuracy is not great, but this is not required for riot control or the kind of military operations it is designed for.

Dorling Industries MK-3000

This stun gun fires a directed charge of 18000 Volts, paralyzing the target. Repeated shots will have a fatal effect on the target, and all police forces are aware of the controversial nature of this weapon.



TOMB RAIDER

THE LAST REVELATION



And SETH saith: 'I am the shadow across the sun; I am the bringer of plagues. My wrath will consume all lands and shall be ceaseless.'

Egypt, land of mythology, mystery, pharaohs... and the most complex tombs known to man. Tombs littered with mazes, puzzles and traps, designed to drive even the most persistent raiders to distraction... or death. Enter: Lara Croft. Based entirely in Egyptian locations, The Last Revelation's plot revolves around ancient mythology and the alignment of the stars at the millennium.

Finding herself in a serious predicament, Lara's objective is clear from the outset - she must escape a terrifying destiny and rectify a situation that threatens to destroy humanity.

The story is unveiled seamlessly through gameplay action driven by advanced engine technology. New programming routines allow levels to dissolve into cinematic cut-scenes and full motion video (FMV). Loading screens are eliminated, making the adventure a continuous, focused experience. Tomb Raider: The Last Revelation's redesigned inventory system replaces traditional inventory rings with an easier-to-use interface allowing items to

be combined, collected and stored. The new inventory also features Lara's diary, which includes her personal notes for each adventure and a location map that players can access for hints and tips. Application of the transformed system will give new life to puzzle elements - a key feature of Tomb Raider: The Last Revelation. Clear objectives and smaller locations will result in less time spent traveling between areas. Individual environments are more reminiscent of the original game - tightly focused and puzzle-oriented, but with higher levels of detail and a greater number of objects than seen before. The atmosphere will also be more akin to the original due to the emphasis on ancient locations and tombs. To further the atmospheric detail, the lighting system features spotlighting. Environment mapping allows a variety of surfaces and objects to reflect and react to light sources. Lara herself will have a new remodeled look -- fully skinned and more detailed. A range of new moves, both simple and complex, provides an assortment of brand new puzzle and trap mechanisms for Lara to negotiate. The puzzles are based on Egyptian mythology and will operate like complex board games right at the player's fingertips.



Interview with Adrian Smith of Core Design

So what's the plot this time?

Very basically, Lara inadvertently releases something rather nasty whilst breaking into an ancient tomb, and of course she's the only one who can put things right. The path of true adventure never runs smooth so Lara will have various tasks to complete before she's able to face a final confrontation.



Do you fear a backlash against this title since it is the 4th in the series?

Despite any number of new features and improvements, the game is still, in essence, 'Tomb Raider' - an adventure game featuring Lara Croft. What we have done this time is completely re-address a number of key elements. This will immediately distinguish Last Revelation from its predecessors and bring fresh life to the title. The on-screen format is completely new - gone are the old inventory rings, loading screens etc. It's always been our



intention to make the fourth game as accessible to as many people (both old fans and new users) as possible. We've focused on simpler gameplay so the game will be easier than TRIII in terms of direction and objectives. Players will know exactly what to do, and where they have to do it. The difficulty lies in solving the puzzles that will enable players to complete objectives - so it's very much like the original game in that respect. A very clear storyline and single location means that a lot less time is wasted covering vast distances.



Can you tell us about any of the new enemies that Lara will face?

We're concentrating on highly detailed enemies - there may be fewer of these but they will certainly be more purposeful than those seen in previous titles. Since we're dealing with Egypt, our artists and animators have really been able to let their imaginations go so we've got mythological baddies as well as natives and generics. Due to the nature of the plots you'll find a lot of rather strange things happening and don't be surprised if you find that your



Will there be another game in the Tomb Raider series?

Well you know what they say... You just can't keep a good girl down.



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synopsis

When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, our team of specialists infiltrate the city and attempt to reach her first. Hoping to leverage her safety for a sizeable pile of cash.

FEAR EFFECT



Search, destroy and race

...flight your way through the archaic chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

But what begins as a mercenary snatch and grab to retrieve a young runaway instead becomes a mission more perilous and important than any other that you could've imagined: a battle for the survival of the planet against the most unimaginable of enemies.

THE GAMEPLAY XPERIENCE

FEAR EFFECT is a suspense action adventure game unlike any of its predecessors. The gameplay is not about just winning. It is definitely not only about shooting monsters (although there will be plenty of that within the game) or solving typical puzzles. The objective of **FEAR EFFECT** is to provoke



emotional responses from the Player (such as, laughter, screams, anger) by immersing them into the imaginary world and into the story of the experience. Like watching a great horror action film, when the movie is over, the audience is rewarded with a satisfying experience... they've been scared, they've screamed and they've jumped out of their seats.

When you finish **FEAR EFFECT**, the ultimate reward will not be any different:

MULTIPLE PLAYER CHARACTERS

By design, you will get to "become" different characters within **FEAR EFFECT**, so that you may experience all of the facets of the story. This is not achieved through gimmicky game mechanics such as "mind controlling", "body jumping" or "soul possessing". It is accomplished through logical plot editing and creative cinematic direction.

As you move from character to character, you assume more than new talents and abilities, you are also presented with new challenges and knowledge which helps you advance through the experience. Like any great story, **FEAR EFFECT** has a wide range of characters as well as interesting sub-plots that will draw your player's attention and keep you entertained for hours.

Fast-paced, with plenty of terror and thrills, **FEAR EFFECT** is a game in which the story is the focus of your interaction.

MOTION FX TECHNOLOGY

While previous games have combined Real-time Characters with Pre-rendered backgrounds, the result has always been to a flat, dead world in which wide open spaces are largely devoid of any sort of human activity.

FEAR EFFECT surpasses any previous experience in the genre because **EVERY** background in the game is ANIMATED, dubbed MOTION FX Technology. This means that the worlds of **FEAR EFFECT** will be alive; with dynamic action taking place within the backgrounds.

By creating the worlds of **FEAR EFFECT** with Motion FX, you are fully-immersed in the game universe: one that is visually breathtaking while at the same time taking advantage of the gameplay possibilities that the animated backgrounds provide.



An interview with
Amy Hennig, Director
of Legacy of Kain:
Soul Reaver

OUT NOW!

Legacy of Kain: Soul Reaver

How big is the game?
How long will it take players
to finish it?

Geographically, the game is huge – but Raziel moves at a pretty good clip, and the placement of Warp Gates allows the player to teleport across the game world fairly easily.

In terms of hours of gameplay, it will depend on how a player approaches the game. Players who proceed from one major goal to the next, without revisiting previously-explored areas to find bonus levels, will probably get 35-40 hours out of the game. For players who take the time to find all the bonus items and hidden glyph spell levels, the game should provide over 65 hours of gameplay.

Any tips for playing the game? Secrets or hints?

Mainly, players should remember that the game is all about freedom of exploration – each time Raziel receives a new ability, the player should explore areas previously visited to discover power-ups, spells, etc. The player can charge right to Raziel's next goal, if desired – none of these bonus areas are required to finish the game – but the player will have a richer (and longer!) gaming experience if they revisit previously-explored areas with new abilities.

So keep your eye out for locations that seem suspicious, and areas that you can't get to yet – make a mental note of these, so you can return later when Raziel earns a new ability. Each of the new abilities opens up previously-inaccessible areas – so if there's a gate you can't get through, an unreachable opening high up in a wall, a suspicious-looking window, an area you can't reach without swimming, or some odd apparatus that you can't operate yet, it probably means there's a bonus item, or a new area to be unlocked, nearby.

Secondly, don't forget to autoface those enemies! Soul Reaver's combat is built around the autoface system – you can fight enemies without using it, but the experience is much richer if you take full advantage of the autoface button. And finally -- when in doubt, shift into spectral. If you think you're stuck, the twisted architecture of the spectralrealm may provide the clue that you need to progress.

How would you describe Legacy of Kain? What type of game is it? What kind of experience can players expect?

Our goal from the beginning was to provide a seamless, immersive game experience – an epic adventure set in a relatively non-linear game world, that rewards players' exploration and problem-solving skills. Soul Reaver is an action-adventure game with an intuitive set of player mechanics, an innovative combat system, lush visuals, and RPG-type elements like character growth, ability acquisition, and story progression.

What are the most compelling aspects of the game?

The first thing that comes to mind is the data-streaming technology – this allows us to provide a seamless, interconnected game experience, eliminating artificial divisions of the game world (and the annoyance of load times). Once the player begins a game, we never want to disrupt the immersion of the game experience, or pull them out of their willing suspension of disbelief.

Besides providing a seamless experience, this technology also allows us a greater variety of creatures, sounds, music, and environments in a much smaller area. Most games have to keep an entire level resident in memory (thus the load times, and the often apparent lack of graphic variety in levels); by streaming the data off the CD, we only have to keep a very small, localized area in memory at any one time. Run down a hallway in Soul Reaver, and the environment can change drastically – without the player ever having been aware that data was being dumped and loaded.

Second, our world-morphing technology provides something players have never seen before. As Nosgoth's first "angel of death," Raziel can shift at will (more or less) between the spirit realm and the physical world; when he loses all his energy in the material plane, he is automatically forced back into the spectral realm. In the game, these two realms exist simultaneously, the spectral plane being an eerie, expressionistic, "twilight" version of the physical world.

During these plane-shifting events, the entire environment morphs in front of the player's eyes – the architecture twists and distorts, the lighting changes, and the denizens of the area fade in or out, depending on their planar affiliation.

Third, Soul Reaver offers an innovative combat system, which allows players to easily interact with enemies in a full-freedom 3D environment. By holding down the "autoface" button, the player can engage with and maneuver easily around enemies, sidestepping around them while planning an attack, and dodging and lunging easily to evade or launch attacks. Because Raziel's primary foes are vampires – and therefore only destroyable by impaling, sunlight, fire, or water – the game also requires the player to formulate a plan of attack, to find weapons or use potentially-fatal elements in the environment to his advantage.

Finally, behind all the action is a complex storyline, conveyed primarily through in-game cinematic events and voice-over. I think players will be impressed by the quality of the script and the voice-acting in Soul Reaver – the voices are all provided by talented, experienced actors (most of whom are reprising their roles from the first game), and the voice direction and casting were provided by highly-respected industry veterans.



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SuperCross Circuit



Theme: Racing
of Players: 1-2
Developer: Idol Minds
Publisher: 989 Studios
www.989studios.com

If the name Idol Minds sounds familiar, it's because they were the folks behind last year's hardcore mudkicker Rally Cross 2 (and most of the team was on Rally Cross before that). Supercross

Circuit, their latest effort, shares a lot in common with RC2, although it's now set in the world of supercross dirt bike racing. Fans of Rally Cross and Rally Cross 2 will be pleased to see the return of the tight controls and solid graphics engine both titles featured. Best of all, those of you who never mastered the "art" of the RC series will be relieved to note that bikers don't flip over as easily as rally cars do—no mad pounding on the L and R buttons to right your fallen biker, gods be thanked. Also like RC2, you can tweak your ride—in this case, the suspension, exhaust and brakes—giving you an edge

on the competition. Best of all, the supremely excellent course editor from RC2 returns in full, allowing you to design that hellhole of a supercross track you've always fantasized about tearing up.

However, lest ye be led wrongly, the game is not just Rally Cross 2 with different vehicles—the tracks, bike handling and terrain issues are unique and provide a very convincing simulation of supercross racing. With the tightest graphics engine and an unusually competitive AI, Supercross Circuit is shaping up to be the strongest entry yet in an undercrowded subgenre.



16
Sixteen real-life motocross masters, including Kevin Windham and Doug Henry, to choose from.

Macross VF-X 2

Theme: Action
of Players: 1
Availability: Now
Developer: Bandai Japan
Publisher: Bandai America
[URL: www.bandai.com](http://www.bandai.com)



No matter how strongly Macross fansboy might feel about the subject, Macross Digital Mission VF-X was not a good game. Not only was the plot insipid beyond belief (you set out to recover an all-female rock band named—get this—“The Milky Dols” after evil forces kidnap them), the game featured crude controls and graphics choppy enough to shame even Martin Yan. Unless ogling cute anime girlie portraits is your thang, VF-X 1 is best left unplayed.

So why make a sequel? Well, if VF-X 2 in its current

state is any indicator, you'll be glad they decided to ignore the response to Part One. With tight controls, smooth graphics and effects straight out of Omega Boost, this game is looking to undo most of the harm its predecessor inflicted. This time, the plot is more in line with the mood of the series (Macross Seven notwithstanding)—you are a young pilot named Aegis Focker, out to prove his skills. Several craft from the later Macross series (namely, Seven and Plus) will be pilottable, each with a different weapons loadout and maneuverability ratings. All

the dramatic effects from the series—the swarming missiles and the giga-sized laser bursts, notably—appear in grand form, putting you right in the center of typical anime action.

With VF-X 2, it appears that Bandai has rectified the evils of the first installment, creating an intense aerial combat experience that both series fans and newbies alike can appreciate. If an anime Ace Combat with transforming aircraft and over-the-top effects is your bag, you'll definitely want to keep your sights fixed on Macross VF-X 2.



Monkey Magic



It's an unspoken maxim in Hollywood production circles that you can make anything more entertaining just by sticking a monkey in it. There's just something about an impishly adorable (albeit rather hairy) humanoid in diapers with a grin larger than Keith Richards that can make a stale movie idea more amusing.

Well, "adorable" isn't quite the right word for the monkeys in Sunsoft's forthcoming

side-scroller, "Monkey Magic." Sure, they act and dress like humans, but they also know some serious martial arts, and can dish out deadly magic like Julia Childs does meatloaf. Based on the relatively popular cartoon of the same name, the game follows Kongo, the Stone Monkey, as he sets out on his quest for divinity, following many of the scenarios presented in the TV series. Although the game is targeted at younger players, it

provides enough challenge to test older players looking for some hardcore 2D action. The play mechanics include some elements of 2D fighting along with the standard platforming action, and there are a number of magic skills Kongo can utilize, as well.

Two-dimensional platforming fans and kids gone bananas for the cartoon series will probably find a lot to monkey around with when Monkey Magic hits store shelves this October.

Theme: Action

of Players: 1

Availability: October 1999

Developer: Electro Source LLC

Publisher: Sunsoft

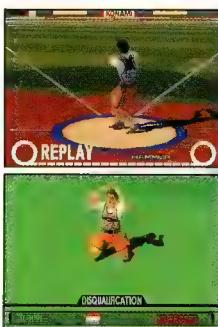
URL: www.sunsoft-games.com



Monkey Magic's levels are a unique mixture of 2D and 3D.

Int'l Track and Field

Theme: Racing
of Players: 1-4
Availability: Q4 1999
Developer: Konami
Publisher: Konami
URL: www.konami.com



Back in the days of yore, when cavemen roamed the frozen Earth and had but the Nintendo Entertainment System to appease their near-simian gaming desires, there was a classic button-masher of a party game known as Track and Field, from Konami. Now, Konami's coming to the starter block again with their latest effort, International Track and Field, which sports more-polished play while retaining the newbie-friendly button-thwacking mechanics of the NES classic.

Not that it hasn't been updated: the polygonal engine allows for

the incorporation of new events, such as bicycle time trials, canoeing and springboard diving, along with old favorites such as the 100m dash and the long jump. The graphics themselves are superb, with no errors on the characters and an all-around fluidity that smacks of motion capture.

That said, the gameplay is still very much the same: alternately pound two buttons in as rhythmic and speedy a fashion as possible to rack up strength or speed and ensure a healthy victory. If your mashing becomes too slow or too arrhythmic, your character may

not qualify and will have to resort to hiring leg-clubbing goons as an alternative.

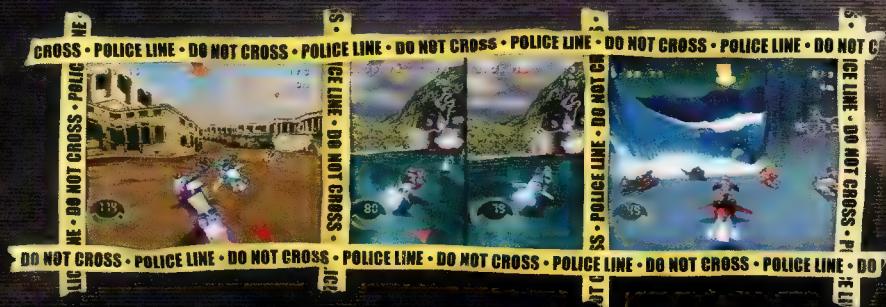
So, if you wanna be a contender, you'd better start training the ol' thumb now, because International Track and Field is no place for digitally weak. Do you have what it takes?

The graphics engine for Int'l Track and Field is extremely tight and spectacularly fluid, with almost no glitches to speak of.

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09/14/99

Jet Moto 3



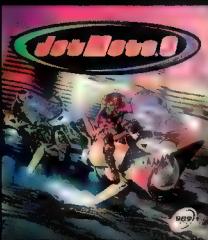
Excessive Speeding 2:54 a.m.

Jet Moto racing is back. With an all-new 3D racing engine that delivers sharper graphics, faster speed and more adrenaline. Jostle and fight for position on 19 killer tracks and 11 insanely fast hover bikes. It's the wicked speed you've always wanted, without all the tickets.

The rush is back!



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Ballistic



Hypnotic and deadly, the inexorable march of the spheres will core your feeble will like pulp from a rotten melon. We aren't joking.

Previously titled "Time Warp," Balistic is a shockingly addictive puzzle game from the deviant minds at Mitchell Corp. The premise is amazingly simple: A random sequence of colored balls spirals toward your little trebuchet in the center. By firing a ball into the spiral and matching it against two of like color, the balls will disappear and the remorseless tide of spheres will be slightly abated. Shooting bonus targets, like rockets, can also have positive effects,

and chain reactions can result if you choose your targets precisely. The two-player mode is especially amusing and competitive; you must survive the ever-increasing onslaught of balls longer than your opponent does. A Stage mode gives you a large number of levels with varying configurations to test your skills against, and the Panic mode pits you against an unending sequence of spheres. It's all maddeningly simple yet completely absorbing.



Taking its cue from Bust-A-Move and adding a unique twist all its own, Ballistic could be a serious sleeper hit this year.



Worms Armageddon

Strategy

1-4

ember 1999

Team 17



A gigantic, concrete donkey. A grenade blessed by his holiness, the pope. Exploding old people. What do these items have in common? No, Michael Bay isn't having a garage sale. It can only mean one thing: Worms Armageddon. Yeah baby, those surly, little, dirt-eating bastards are back! Team 17 and Hasbro are readying the PS release of what they promise to be the most explosive and, sadly, final incarnation of the Worms series.

If you've played the two previous Worms titles, you know what to expect. For the uninitiated, Worms Armageddon is a turn-based strategy game like no

other. Fret not. This is not your grandmother's slow, plodding strategy game. To hammer that point home, one very important weapon at your disposal is an exploding, bumbling and bumbling old woman. (Editor's Note: OPM does not condone filling your granny's girdle with gun powder.) Worms is all about fast, furious and oh-so-wacky destruction. Your goal is simple: Destroy before ye be destroyed. All the great weapons from previous Worms titles are back in your arsenal along with a lot of brand-new toys to embarrass and humiliate your opponents with. Team 1 has also added a great many

single-player modes, such as deathmatch, Sheep Racing and ever-increasingly difficult combat missions, but where the game truly excels is in the multiplayer mode.

Lacking in our preview copy was the ability to modify weapons settings and create your own custom levels. We hope to see both added in the final version as well as clearing up the in-game text, which even while using an S-video cable was quite difficult to decipher. As it stands now, the game offers a truly remarkable multiplayer experience. You're not likely to play a game as amusing, and entertaining, as this for a long time to come.



Dismissed as spineless asexuals for far too long, these annelids are lookin' for blood. Who said you need arms to pack serious heat?

Juggernaut

Get ready for a roller coaster ride through Hell.

Juggernaut will take you on a journey through time and space that could prove to be the most frightening and puzzling experience ever on a video game. Demonic possession, murder, and ghostly vendettas are some of the terrors that you will be forced to confront as you make your way through this 3 disc epic of horror. If your nerves and your intellect are good enough, **Juggernaut** will amply reward those who accept the challenge of this trip through dementia.



www.jaleco.com

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JALECO



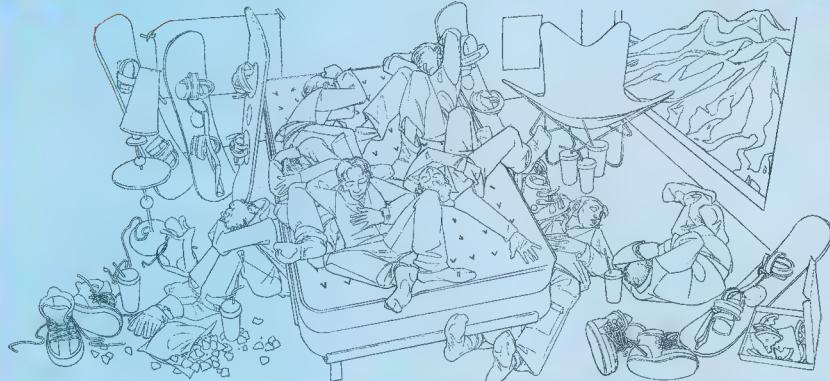


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Experts say that 10 or 12 guests in a room is acceptable, but in my experience, a good host will cap it at eight. Your guests' needs should always be top of mind. Offer up a thigh for a pillow, or if you have a toothbrush, share it.

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**SIMPLE PHRASES
TO GET POSERS OFF
THE MOUNTAIN.**

"I think I hear the
scream in your blood."

"Hey, there's a lot
of litter in the
base lodge."

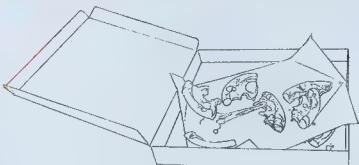
"Did you know this
mountain's a hotbed
of alien species?"

**DON'T LITTER THE MOUNTAIN
with
UNNECESSARY TISSUES.**



First used by Peruvian shepherds, the Snot Rocket didn't hit the American highlands until the '70s. It's a great way to keep the mountain trash-free while showing your contempt for society. As a bonus, it provides a tasty snack for chipmunks and marmots.

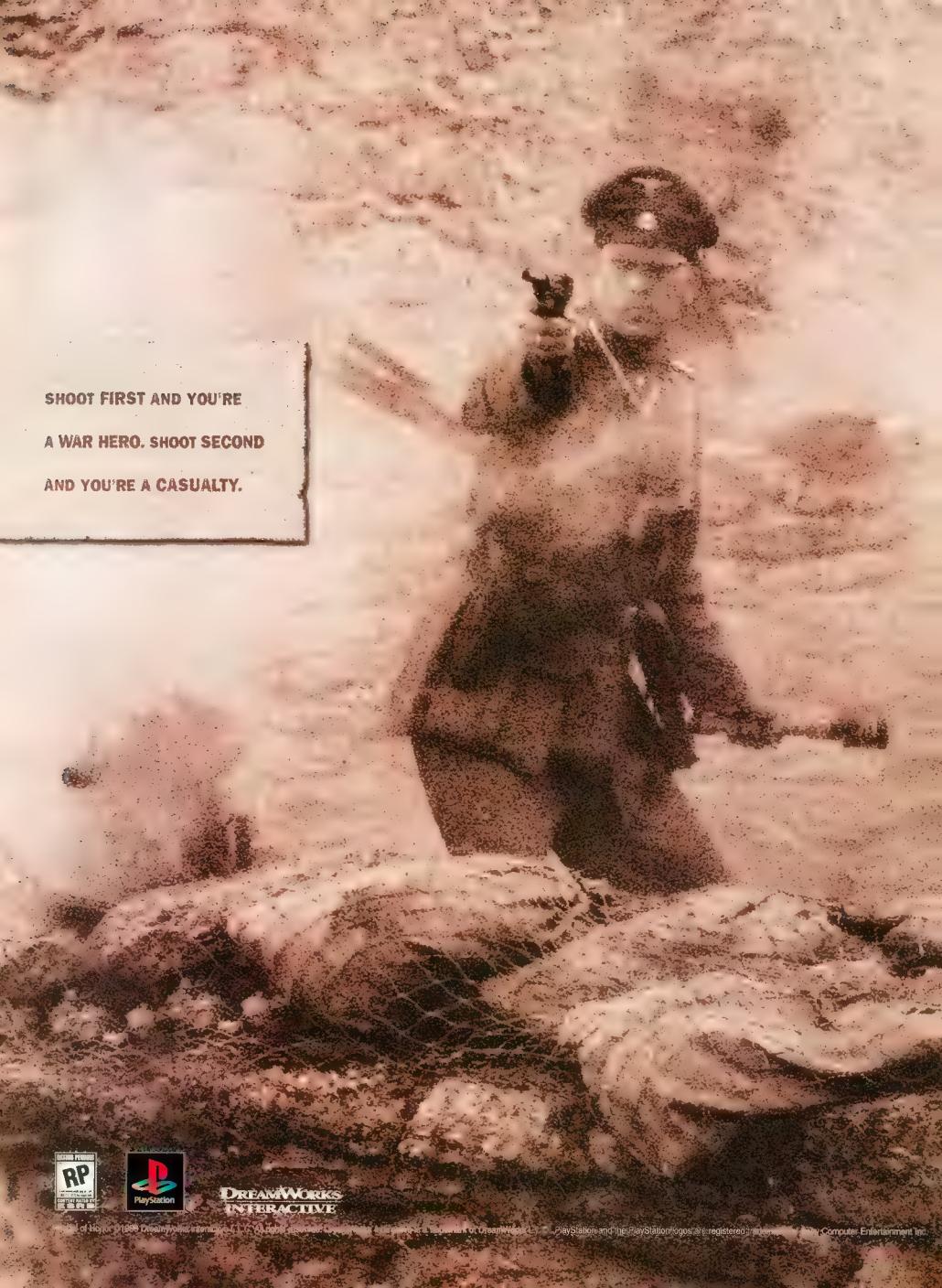
**DISCARDED PIZZA CRUSTS ARE
GREAT FOR EARLY MORNING CARBS.**



Another great energy source is the #1 snowboarding game, Cool Boarders 4. Make your soul patch tingle with new tweaked out grabs and tricks like method-melons and hand plants. 16 pros including Jim Rippey, Shaun White and J.P. Walker tear it up on 30 new courses riddled with short cuts, kickers and rail slides. One to four riders can choose from 34 boards by 9 top companies, or customize their own. Please friend, have a lovely shred.



EXPLORE THE FRESH MOUNTAIN



SHOOT FIRST AND YOU'RE
A WAR HERO. SHOOT SECOND
AND YOU'RE A CASUALTY.

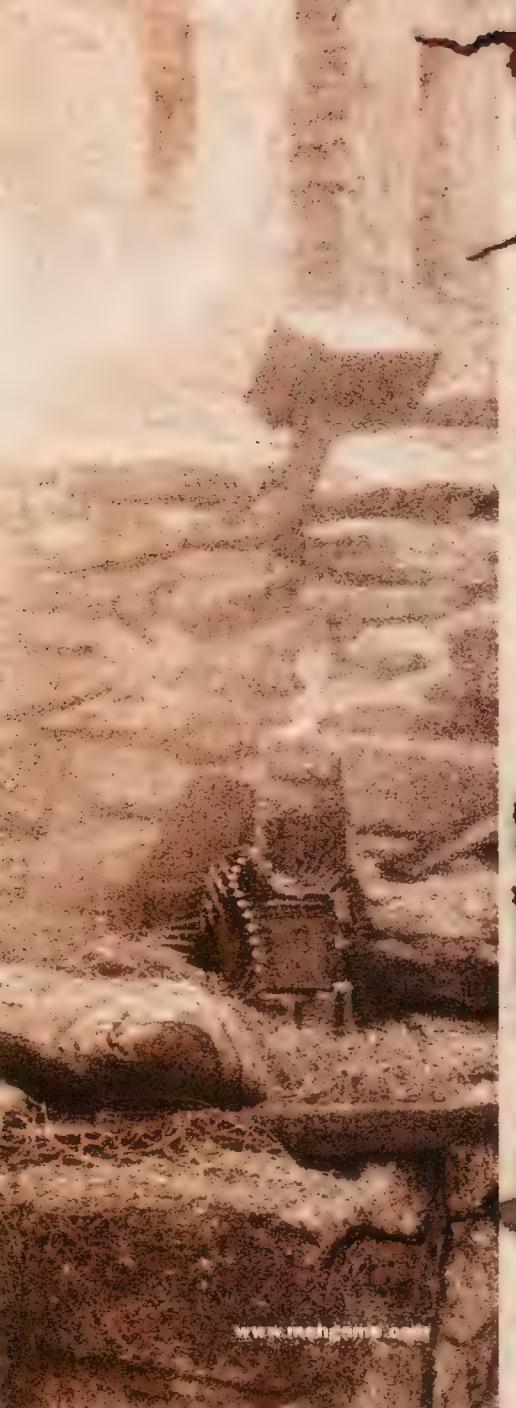


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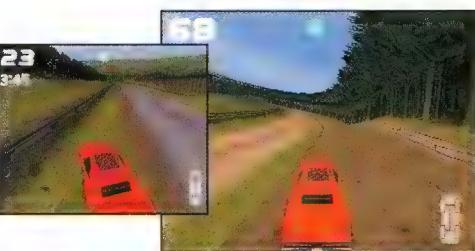
MEDAL OF HONOR

www.medalofhonor.com

V-Rally 2

The popular European racer is back, with stunning new graphics. EA will release this Infogrames' title under the Need for Speed label, as "V-Rally 2 Presented By Need For Speed." Intense environmental effects, detailed physics, and cumulative body damage make this a rally fan's dream come true. Over 80 tracks come included.

Theme: Racing Publisher: EA
 # of Players: 1-2 Developer: Infogrames
 URL: www.ea.com



Dukes of Hazzard

Them crazy Duke Boys, Bo an' Luke, are coming to the PlayStation soon in an adventure/racing title even Boss Hogg himself couldn't pass up.



Theme: Racing Publisher: Southpeak
 # of Players: 1 Developer: Sinister
 URL: www.southpeak.com



Blaster Master

This time, you'll tackle those evil subterranean bad-dies as Roddy, the son of series hero Jason, in a fully polygonal environment. Currently, it's slated for an early 2000 release.



Spider-Man

Marvel's popular web-slinging hero is about to get a game that will do him justice. Full 3D environments, smart enemies, a flexible mission system and a variety of superhero skills make this the deepest Spidey adventure seen to date. This is definitely one for comic book fans to watch.

Theme: Action Publisher: Activision
 # of Players: 1 Developer: Neversoft
 URL: www.activision.com



Theme: Action Publisher: Sunsoft
 # of Players: 1 Developer: Sunsoft
 URL: www.sunsoft-games.com

Scrabble

America's smartest board game is making its way to the PlayStation in good form, courtesy of Hasbro. With variable AI levels, an on-board dictionary, a well-rendered board and a snappy interface, Scrabble fans will be mighty pleased with this digital version. A tournament mode will give the hardcore a chance to sport their mad word skillz.



Theme Misc. Publisher Hasbro

of Players 1-8 Developer Hasbro

URL: www.hasbro.com



Expendable

If the days of Ikari Warriors bring a nostalgic tear to your eye, you'll be tickled to see that Rage's PC bullet-fest, Expendable, is on its way to PlayStation screens everywhere, and it's lookin' pretty darn good. Blast your way through hordes of aliens with incredibly pyrotechnic firepower, from a 3D overhead view.



Theme Shooting Publisher Infogrames

of Players 1-2 Developer Rage

URL: www.infogrames.com



Test Drive Le Mans

Infogrames brings endurance racing home in this fully-licensed simulation of the infamous Le Mans 24-hour race. Forty eight cars, 24 racing teams and 16 cars on each track ensure plenty of variety. An advanced physics model allows for accurate collision modeling, and a superb environmental lighting engine guarantees lifelike race conditions.

Theme Racing Publisher Infogrames

of Players 1-2 Developer Eutechnyx

URL: www.infogrames.com



Worms Pinball

Worms, the surprisingly successful strategy game from Team 17, is getting its own pinball

game. As with most games from Team 17, you can bet this sucker will be extremely intense.



Theme Misc. Publisher Infogrames

of Players 1-2 Developer Team 17

URL: www.infogrames.com

Flinstones Bedrock Bowling

Back in the good ol' days, when dinosaurs were toothy kitchen appliances, bowling was a more personal sport, where you became the ball and raced down dangerous tracks.



Theme Racing

Publisher Southpeak

of Players 1-2

Developer Adrenalin

URL: www.southpeak.com



Galerians

So, the world has been consumed by the shadow of evil, and you're the last sane person alive. Good thing you've got those psychic powers to aid you in your stand against an evil so nefarious and profound that your very soul hangs in the balance. This is the decidedly gothic premise for Galerians, a Resident Evil-style psycho thriller from Crave that promises three discs and over 50 hours of dark, demented gameplay. Developed by ASCII of Japan, this game features unusual character designs and a deep, involving play system along with its unusual story line and macabre cast of characters.



Theme Action

Publisher Crave

of Players 1

Developer ASCII Japan

URL: www.craveyard.com



Army Men: Sarge's Heroes

3DO's popular franchise returns, as those little plastic platoons lay siege to your house once again. This time, you'll battle not only the Tan forces, but roaches and evil toys, as well. Sarge needs you, trooper!

Theme Action

Publisher 3DO

of Players 1-2

Developer 3DO

URL: www.3do.com

Theme Misc.

Publisher 3DO

of Players 1-4

Developer 3DO

URL: www.3do.com



Vegas Games 2000

So you've got the urge to gamble, but don't feel like enduring the noise, smoke and bad lounge acts of Las Vegas? Well, if you don't mind virtual dollars, you can test Lady Luck's favor with Vegas Games 2000, from 3DO Interactive. Seven different games are available, including baccarat, video poker, blackjack, roulette and a variety of slot machines. Do ya feel lucky, punk? Well, do ya?

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Rabbit Mon Dieu

Sony CEI, Oct. 14th

Yes, this is the real third game in the Jumping Flash series of 3D platformers (unlike the Japan-only PocketStation-compatible game Pocket MuuMuu, which was more of a side-story mini-game collection), but for some reason they passed on the more predictable



title of "Jumping Flash 3" and instead went with Rabbit (the name of the bunny-like hopping robot you control, in case you forgot) Mon Dieu (French for "My God!"). As you can tell from the screenshots, Mon Dieu looks a lot like the previous games in the series, but instead of just gathering items, parts of the game are supposed to be more goal oriented—for example, rescuing a lost child. More on this one when it's released in Japan next month.



The Legend of Dragoon

Sony CEI

Even without releasing any details about its story or battle system, this new game from Sony is already being talked about as the next mega-RPG. What little was revealed does sound impressive: Sony claims that a team of approximately 100 people have been working on The Legend of Dragoon for three years now, and that the game will span four CDs when it is released in Japan this December. A lot of that space will (no doubt) be taken up by the game's CG full-motion video, which already won an award at this year's SIGGRAPH graphics conference (Konami's Silent Hill also won the same award).

With these massive cutscenes and polygonal characters on prerendered 2D backgrounds, Dragoon resembles Final Fantasy VIII in many ways, but Sony is quick to point out that the game is still in



heavy development and everything is subject to change. Hopefully we will get more specifics to go along with these combat screenshots at the fall Tokyo Game Show this month.

Theme: RPG **# of Players:** 1
Availability: Q4 '99 **Developer:** Sony CEI



Runabout 2

Namco

Sequel to the fairly well-received racing game released here as Felony 11-79, Runabout 2 expands on the same basic drive-anywhere gameplay of the first game. The expanded story line is being

especially emphasized—you act as a courier, picking up and delivering packages to clients. No word yet whether these clients will include organized crime a la Driver or Grand Theft Auto, but since some of the missions include not being spotted by certain "rivals," it does seem likely. In any case, some levels let

you choose between multiple job offers, which in turn can alter your next mission and the overall story of the game.

New locations include a beach-side Hawaiian resort city, a Las Vegas-esque casino mecca, dusty Egyptian desert town, and a bustling Japanese metropolis. Runabout 2 also will have 27 hidden vehicles (including a motorcycle) you can earn as you play the game and customize with spare parts and even new paint jobs.



Rakugaki Showtime

Enix

Famous for creating unique games with insane graphical effects, legendary Japanese developer Treasure (Gunstar Heroes, Silhouette Mirage) has outdone themselves with their new multiplayer battle title, Rakugaki Showtime.

Like PaRappa, the graphical style is so brazenly simple and unorthodox you can't help but love it—everything and everyone looks like a grade-schooler's doodle come to life (rakugaki is Japanese for scribble), with ever-moving lines like TV's *Dr. Katz* cartoon. The effect may not come

across well in screenshots, but seeing it in motion you can't help but stare.

The basic game consists of one to four players leaping around square arenas, tossing rocks, bombs, and other weapons that a giant hand with a pencil draws on to the screen. It's kind of like Konami's *Poy-poy*, but injected with 800cc's of frappuccino straight into the vein: The action gets so intense, with huge explosions, wild strobe lights, and giant crayon arrows shooting all around at the same time, that just watching the chaotic battles can leave you feeling exhausted.

The controls, like the graphics, take risks that pay off: The way-point based jumping system, for example, is genius. It lets



name Action # of Players 1-4
Namco Shonen Now developer Treasure

Graphically *Star Ixiom* looks decent, with a smooth framerate, nice lighting effects and explosions, but it's hardly in the same league as *Ace Combat 3*, *R4*, or, the game it will inevitably be compared to the most, *Colony Wars*. Weapon fire and most of the enemy ships are just too generic, and there's never enough on screen at the same time for the game's engine to prove itself.

In terms of gameplay, *Star Ixiom* never really seems to get going. The enemy AI and floaty



Star Ixiom

Namco

Just from the first few hours playing Namco's new space shooter *Star Ixiom*, the fact that it hasn't been announced for the American market is starting to make more sense. Namco very rarely makes a completely worthless game, and *Star Ixiom* has its moments, but the few bright spots here are overshadowed by an overall surprisingly dull and uninspired game.



everyone get exactly where they want to be in the blink of an eye and keeps the action at a blistering pace. Defensive moves, multiple special attacks, and plenty of playable characters (including cameos from other Treasure games like *Guardian Heroes* and *Mischief Makers*) all further separate *Rakugaki* from the sea of lame Bomberman clones and make it worthy of long-term play.



name Action # of Players 1-4
Namco Shonen Now developer Treasure



controls could be better, but neither would really fix the game's larger problem: too much "hunt one ship, kill it, move on to the next ship, kill it, etc." without ever giving you the feeling you're in the middle of a larger battle.

Other minor points have some merit—ships and characters from previous Namco titles (insect enemies from *Galaga*, the Geosword ship from *StarBlade*) and some light ship-building and strategy aspects give *Star Ixiom* some depth, but not nearly enough to recommend.

Tendomo Crisis

Tokuma Shoten, Now

Asute OPM readers, prison inmates, mental patients, and others with too much time on their hands might remember this one from our Tokyo Game Show report almost a full year ago. *Tendomo Crisis* is one of those special, super-weird games that unfortunately could only ever come out in Japan. A collection of mini-games spoofing movies (Saturday Night Fever



dancing game, running from a giant Indiana Jones-ish boulder, repelling alien hordes Independence Day-style), other video games (snowboarding titles and *Densha De Go* get the treatment), and anything else that crosses its path, this is a whole game built around just laughing and having fun. Even the soundtrack is out there—nothing but over-the-top ska tunes from the Tokyo Ska Paradise Orchestra. While most of the mini-games are self-explanatory (and all a lot of fun), a few of them do require some Japanese language ability—so make sure you are not just a freak, but a dedicated freak before you try this one out.



**NICE TO SEE COPS EAT SOMETHING
besides jelly doughnuts!**



No, you're not paranoid, man. They are out to get you. Luckily, you've come prepared with a beast of a car and the guts to run it to the redline. Watch the gap grow between you and the cops dude, as the gap between your accelerator and the floorboard disappears.

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TEST DRIVE[®] 6

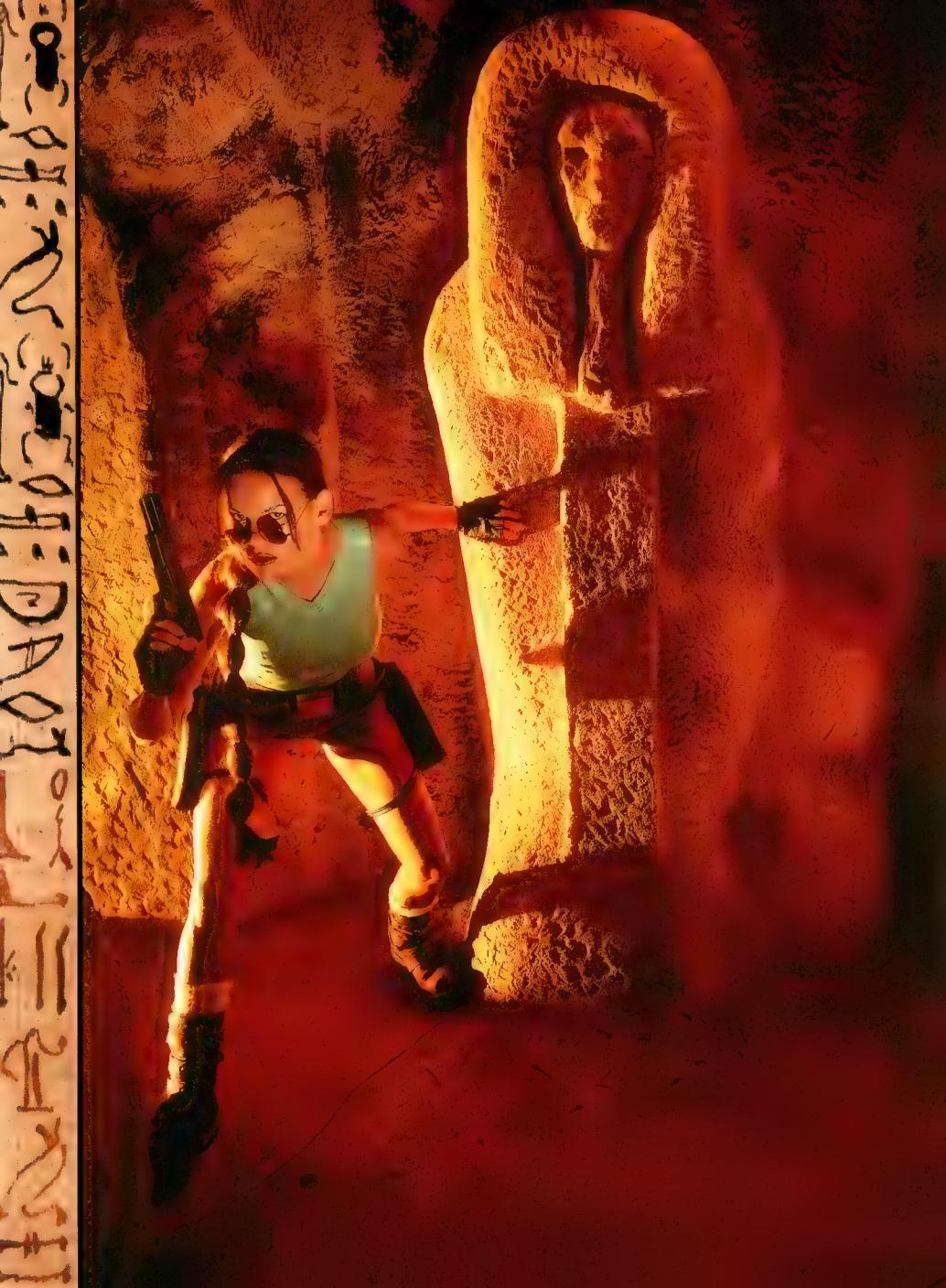
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Lara's Last flING

by kraig kujawa

A new look, a new model, a new movie, a new system, a new outlook. Lara may be four years old, but SHE'S LEAVING THE CURRENT PLAYSTATION WITH A BANG!

Having starred in three Tomb Raider games in the same number of years and poised to appear in another this fall (not to mention a big-budget movie as well), Lara Croft has blossomed into one of the hardest-working leading ladies in the entertainment industry. But, after turning in a disappointing performance in Tomb Raider III, the PlayStation's pop-culture heroine now has to prove that Tomb Raider: The Last Revelation is a rejuvenation of the series, not just the final nail in the coffin.

Adrian Smith, the operations director at Core Design (developers of Tomb Raider) has worked on Eidos' premiere franchise since the beginning and is quite aware of what's at stake with The Last Revelation, especially since Tomb Raider III turned out to be a letdown. "We take criticism real well," says Smith. "I hope Tomb Raider continues to be successful because of the criticism from the public." Core Design has always evolved the Tomb Raider series with feedback in mind, and they learned the hard way that the public doesn't always know exactly what they want. Smith explains, "Very clearly at the end of Tomb Raider, people said they wanted more action so we introduced more action to Tomb Raider 2. At the end of Tomb Raider 2, they wanted more roaming, so we

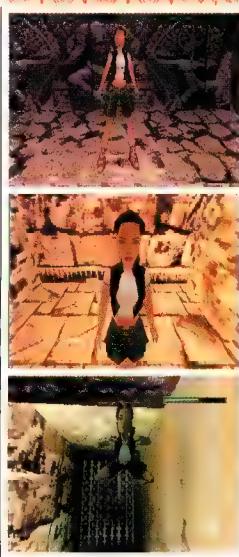
introduced it into Tomb Raider 3. We put it in and it was a big change for the game-play, and that amount of exploration made players lose the focus of what they were trying to achieve." Smith offers an example, "Sometimes we gave players an item and let them run around for 20 minutes and let them try to figure out what to do with it." That doesn't make for a very entertaining game, and Smith agreed somewhat in hindsight: "By making it more open like that, it probably diluted what Tomb Raider is—a very linear game."

two steps forward, one step back

After realizing that Tomb Raider III took the series a step or two in the wrong direction, Core refocused their thinking before proceeding with Last Revelation. "When you've done three very successful games it's easy to sort of refocus, but miss why people enjoyed the original games so much," says Smith. "We didn't really lose the focus [with the previous game], but we do know that we did create games called Tomb Raider with Lara." Smith then adds, "And she raids TOMB." So, Core decided that the best thing would be to bring Lara back to her roots.

And where else better to do that than Egypt, a place known for its pyramids and undiscovered artifacts? "I think Egypt is

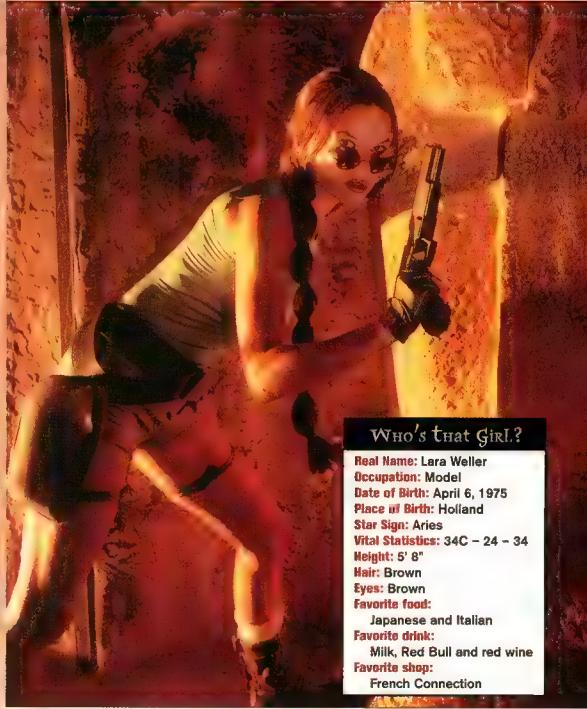
Special thanks to the Rosicrucian Egyptian Museum and Moorea Warren. For visitor information, call 408-947-3636.



Tired of school, a younger Lara Croft journeys to Cambodia with Von Croy, a respected archaeologist who teaches Lara the ropes of spelunking and wearing obnoxiously tight clothes.

"In the past, some people haven't quite understood the Tomb Raider stories—they aren't particularly easy to understand," Smith confesses. "There's a lot of flicking about. And in the past the story predominately has been a method of us joining together locations and giving an explanation of why Lara has gone from Nevada to London [Tomb Raider 3], for instance."

Core realized that using that formula and coming up with a story as an afterthought (as they did in previous Tomb Raiders) for Tomb Raider 4 would not be sufficient, given the growing importance of intricate and cinematic storytelling in



Who's that Girl?

Real Name: Lara Weller
Occupation: Model
Date of Birth: April 6, 1975
Place of Birth: Holland
Star Sign: Aries
Vital Statistics: 34C – 24 – 34
Height: 5' 8"
Hair: Brown
Eyes: Brown
Favorite food: Japanese and Italian
Favorite drink: Milk, Red Bull and red wine
Favorite shop: French Connection

video games. "You look to games like Metal Gear Solid for that and story is a big element of what people enjoy about that game," says Smith. "Especially having that story continuously told throughout the game. It was a major consideration for us—we had to get the game and story together, driving what's happening in the game all the way. What we tried to do with Tomb Raider 4 is keep the game-play going all the time and introduce elements of interaction with in-game characters that tell you bits of information [such as Lara's new friend and ally, Jean Ives]. There will be cuts going from in-game action to cutscenes, from cutscene to full-motion video, in sort of a natural progression to keep the story moving. It will be like watching a movie; there will never be a break in it."

the early years

In some ways, it will be literally like watching a movie—maybe even one or two popular ones that you've seen before. "It was an idea we had—sort of a bit refocused because of the prequel thing—like Star Wars and the last *Indiana Jones*," reminisces Smith. "We

actually put it on paper very early on and then ruled it out. But then when we started thinking about *The Last Revelation*, one of the things we wanted to achieve is to reintroduce Lara to people who never played the Tomb Raider series of games. Greedy as we are, we like to invite new users who have never played Tomb Raider, but we don't want them to feel that they have to play the past Tomb Raiders to feel comfortable. Tomb Raider: Last Revelation has to be easier to invite these new users into the game, and has to reintroduce Lara in a way that they can understand who this person is."

Sounds good, but after countless silicon-enhanced actresses and models acting as Lara Croft (one of which posed nude in *Playboy*), loads of skimpy 3D renders, thousands of requests for the non-existent "Nude Lara Code" and several games later, how on Earth could Lara possibly be "reintroduced"?

Meet Young Lara. Just as *Indiana Jones* and *The Last Crusade* introduced Young Indy as a compelling way to set up the movie's story and add depth to the hero, *Last Revelation* does the same—except you'll get even more out

of it. Set in Cambodia (the only part of the game that doesn't take place in Egypt), many years ago, players will find themselves in control of a teenage Lara who is an aide and protégé to her master, Von Croy (who introduced Lara to her current line of adventurous work).

Controlling Young Lara is a novelty and is also a clever way of presenting the optional training level that has always graced Tomb Raider games—except this time it isn't optional. "We couldn't think of any other way [to implement it] except to make the flashback a very different and essential part of the game. By putting it in the beginning, and forcing people to play it, they'll learn more about Lara, and find items that she uses within the whole of the adventure such as her diary and backpack, among other things."

Suffice to say, after finishing this level, a lot of Lara's past will be revealed. Not only will these revelations reveal Lara's motivation for her countless conquests, but they also figure very prominently in the twisting plot of the game. Smith sums it up simply, "There's something dramatic at the end of this level—it seals the fate between Lara and Von Croy." But we won't tell you what that is.

everything OLD is NEW again

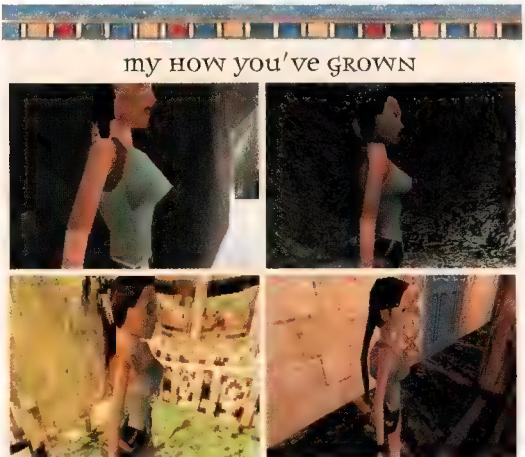
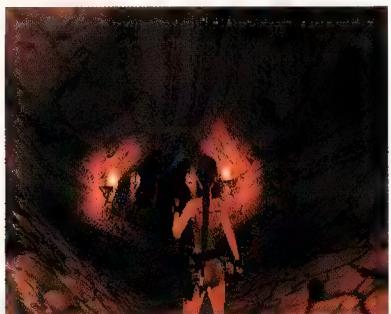
What we will tell you is that Tomb Raider 4's improvements go well beyond

just having a richer story. Instead, Core has treated the game with a "back-to-the-basics" retro approach. "The essence of Tomb Raider is basically its location and what Lara's doing," explains Smith. "We were keen to get the environments smaller, more focused. This makes things a lot more predictable, but pushes you in the right direction so you won't get lost and have to backtrack through miles and miles of mazes. Pushing people forward in Tomb Raider: Last Revelation is important, and in essence that's what the original game did. We give you a piece, present you with a puzzle and the reward is you know what to do, you just have to do it to move to the next room." Conversely, Smith adds, "In Tomb Raider 3, people didn't like the 'Where the hell do I go now?' aspects of the gameplay; they went round and round the map and lost interest, and that was it."

To give this simplified approach a bit more depth, a new inventory system has been created from scratch. It isn't revolutionary by any stretch of the imagination, but it does allow for items to be combined and used in various ways, thus creating types of puzzles that are new to Tomb Raider. "I think the inventory system is going to be very important and something we don't want to lose sight of. With it, we can create scenarios where the puzzle is right in front of you, and you have everything needed to solve it."

With our old inventory system, most puzzles consisted of find a key, put it into a lock, open a lock, push a block. Our new inventory system has allowed us to really go over the top and change all the puzzle elements," Smith gives an example, "In past Tomb Raiders, you stood in a room and the first thing you would do is use the look button to look around and basically that was it. Now, you've got the binoculars, the flare, the torch, etc. You can combine and use some of these [not a torch with the binoculars of course]. So, for example, you get the torch out in a dark room to see an inscription, which is then transferred into Lara's diary, which might be a clue as to what she needs to do with the other items—the possibilities are massive. On the surface, it seems like a very small change, but in actual fact, it does change the focus of the whole game."

The ability to customize weapons also creates new puzzles. "The skeletons in themselves are a puzzle," says Smith. "Shooting them with an Uzi makes no difference, shooting them with a gun makes no difference, shooting them with a 12-bolt will blast them over on the floor for a period of time. So, you wonder: How the hell do you get rid of these things? And then you realize that if you combine the sight with the revolver and use the first-person look mode and shoot the skeletons' heads off, suddenly they



Though the original Lara (top left) was a bit...um...blocky, her reception as a sex symbol prompted the designers to make future models more human. TRII boasted an articulated pony tail in addition to more realistic features (top right), while TRIII had smoother joints and more realistic shading (bottom left). The current incarnation (bottom right) shows off a more realistic face as well as a smoother model overall.



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wander around totally aimlessly because they've got no head. They wander around the level stupidly until they fall into bits and die."

Less is more

There may be less rooms and space to explore, but what's there will be much more detailed thanks to a beefed-up game engine. "I think we've always been on the cutting edge of the PlayStation technology," says Smith. "Tomb Raider 4 is in high-resolution and we have a full, thematic 3D camera, which means that we are shipping around the most amount of polygons because at any point Lara can look anywhere in the environment." Many of the graphic improvements are those of the best type—the kind that will help improve the gameplay. The new lighting system is dynamic enough to subtly highlight important parts of the tombs without obviously giving away a switch, a button or other item. "We can finally get the stark contrast of the lighting effects that we've always wanted—so people see a massive difference in that," says Smith, in an excited tone. "That's instantly noticeable. It also allows us to move the lights around to pull people's

attention—shine a light at an object but not make it stand out so that it gives everything away."

And when those fancy lights are shining, they will reveal environments that are much more realistic. "Tomb Raider has always been very boxy—everything was a box. We've never made any bones about that. So previous games have almost been predictable: A door is always a rectangle hole within a rectangle wall." This however, has changed. If you've played a few Tomb Raiders, you'll immediately notice that the environments are much more populated. With the introduction of objects we can start to put items, pots, proper columns in the environments and emboss doors with things like ledges in front of them. Even put round doors into walls. This makes a massive, massive difference. It makes the levels look more real." While it's difficult to really get excited about round doors and pots, the overall effect truly is a more detailed and immersive game.

the game that almost wasn't

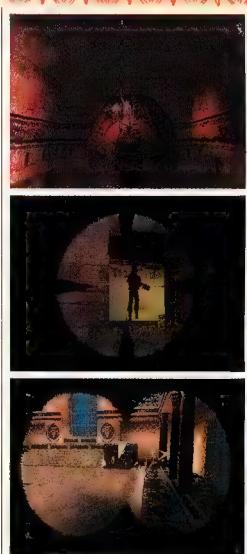
But Last Revelation was a game that almost wasn't. A year ago *OPM*



Some people say once a year is too much for Tomb

Raider, but if you

think about it, people want the game, and a year is a pretty long time to wait.

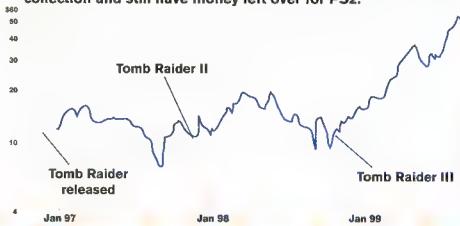


Lara has plenty of new tricks up her sleeve in Tomb Raider 4, as demonstrated by her rope-climbing abilities and newfound sniping skills.

interviewed Adrian and he felt strongly that Tomb Raider 3 would be the last one in the series—for the current PlayStation, anyway. We wondered if he felt the same way about Tomb Raider 4. After all, Eidos has a penchant for doing plenty of sequels—especially those that routinely make loads of money. "Well, you know what I felt then, and we're doing another one. Some people say once a year is too much for Tomb Raider, but if you think about it, people want the game, and a year is a pretty long time to wait. But everyone knows that we're looking to the PlayStation 2 now—it's getting really close." That's an understatement, given the massive unveiling of the system just recently. When you add all of these factors together, it sounds like there won't be another adventure for Lara on the current PlayStation, and certainly it sounds like the game's name (in some way) might also imply that, doesn't it? Adrian won't say for sure. "Regarding the name 'Last Revelation', there's really a number of reasons that it's named that," Smith coyly answers, then continues. "Hopefully, it will be a revelation for people that will be discovered by the time they get to the end of the game, and in a few other ways too—we'll see."

CORPORATE cELLuLITE

Wall Street bean counters be damned. If you want to add a predictable stock to your portfolio, try putting your money into Eidos (EIDSY). The trend is simple: Eidos stock seems to grow proportionate to Lara's chest size. Just look at when each game was released. If you put \$5,000 into the company when Tomb II hit stores you would have over \$10,000 to put toward your game collection and still have money left over for PS2.





Life as Lara

What's it like to work as Lara Croft?

Oh yeah, it's really nice. Especially the traveling, because she is such an icon, you know, such a big role model for both men and women basically. It's a good experience. But I've only been doing it since May. [Ed Note: She's signed on for six months.]

How is playing Lara Croft different from regular modeling?

It's just great because Lara is such an active character. The pictures look great and it makes me feel good, not like a boring catalog job. But, good lingerie is nice too because you feel really sexy when you are wearing nice clothes. With Lara Croft you feel sexy too, because SHE is sexy, but it's more than that because she is so very strong as well.

Any bad things about the job?

There are no bad things about being Lara Croft, but I would like to have more outfits. I only have ONE outfit, but in the game she has like six or seven things that she wears. Especially that nice Alexander McQueen dress and she has that flight jacket and Gucci bikini too, very nice.

We have the Gucci bikini out in the gear bag if you want to put it on.

REALLY?? (laughing.) Actually I was kidding about that one.

Has it ever crossed your mind that a lot of 13-year-old boys may be learning the facts of life through your pictures?

(Laughing.) Possibly. Hey, you know. Could be. I don't know. It's so funny...

Any strange fans to report?

Yes, actually there was a totally obsessed fan who was totally into Lara Croft. I was at a store opening. He came from miles and miles away.

Do you play any video games?

Not really. Of course, since I've been Lara Croft I've played a bit of Tomb Raider. It's a hard game—very difficult to master all her moves.

Is there a Mr. Lara Croft?

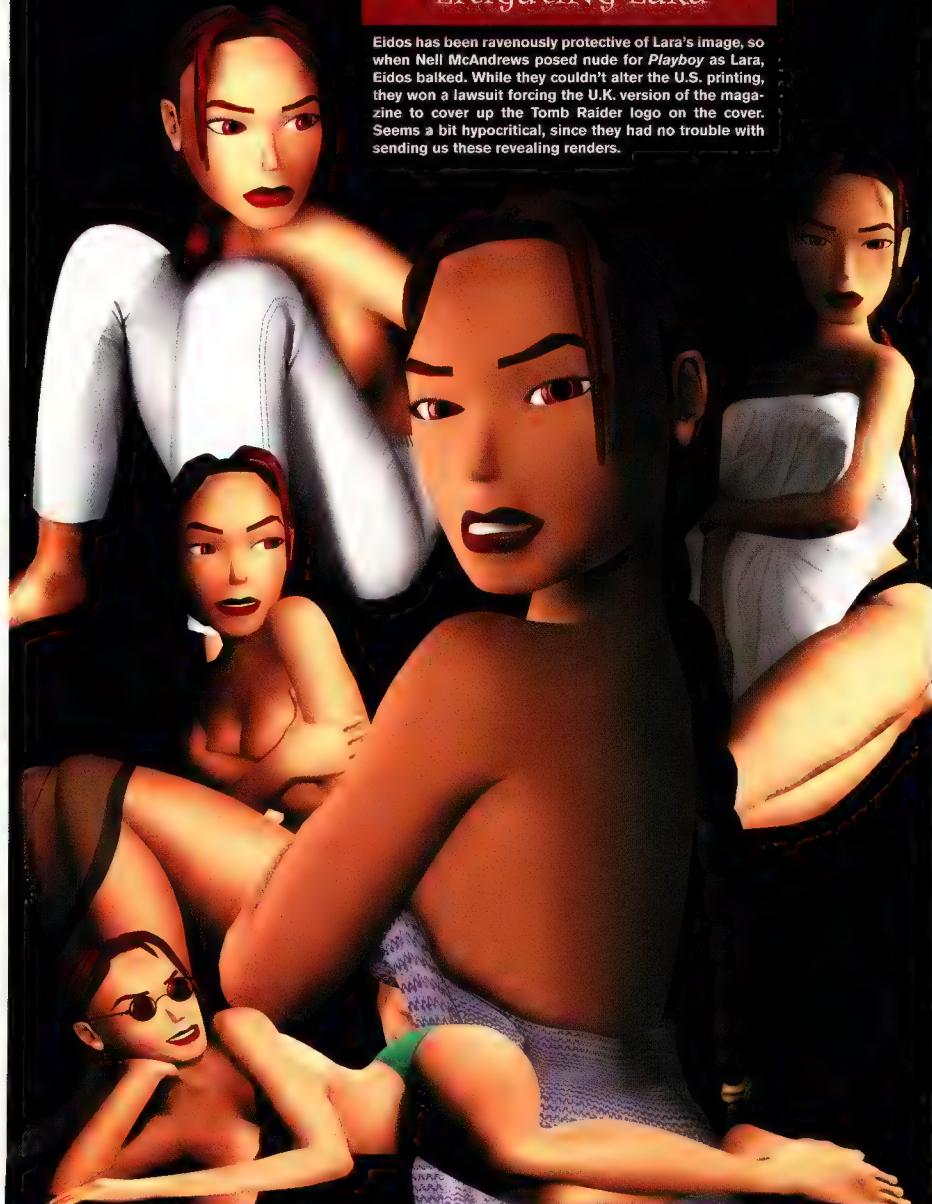
Boyfriend, yes. I have lived with him for two and half years. Something like that.

So has he asked you to bring home the costume?

Ahhh yes. He goes upstairs and says "go put it on for the night, darling." He was there from the beginning and knew what I was doing and what it looks like (laughs). He thinks it's really funny because he used to play the game and says, "You really look like that girl—seriously!" And he goes, "You could do that, you could do that. So now here I am!"

Litigating Lara

Eidos has been ravenously protective of Lara's image, so when Nell McAndrews posed nude for *Playboy* as Lara, Eidos balked. While they couldn't alter the U.S. printing, they won a lawsuit forcing the U.K. version of the magazine to cover up the Tomb Raider logo on the cover. Seems a bit hypocritical, since they had no trouble with sending us these revealing renders.



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Reviews

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Meet the Critics



Kraig Kujawa Editor-in-Chief

This is the sort of month that makes working in the games magazine business the best—the opportunity to be one of the first to see the PlayStation 2. The only other events that make Kraig nearly as excited are NFL opening day and eating pie.

Favorite Genres: Sports, Strategy

Current Favorites: Madden NFL 2000, CTR
Can't Wait For: Anything PlayStation 2!



Joe Rybicki Deputy Editor

After finishing up overseeing a special PlayStation-only Expert Codebook (in stores now!), Joe spent most of the month either downtown or at his desk working on the Mother of All Trick Combos in Pro Skater.

Favorite Genres: Adventure, RPG, Puzzle

Current Favorites: Tony Hawk's Pro Skater, Crash Team Racing, Suikoden II, not sleeping
Can't Wait For: Anything PlayStation 2!



Wataru Maruyama West Coast Editor

Wat has rediscovered Triscuits and has officially dubbed them his favorite gaming food supplement. The baked wheat treats have enough carbs to power the most demanding fingers.

Favorite Genres: Fighting, Racing, Adventure

Current Favorites: Grandia, Monster Rancher 2, Gran Turismo 2
Can't Wait For: RE3, SF EX3 (PS2), Tekken 4 (PS2)



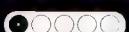
Mark MacDonald Associate Editor

A month of heavy RPG playing (and no Triscuits) has left Mark feeling somewhat drained, but a trip to Tokyo to catch the unveiling of the PS2 should be just the thing to get him back to normal—more normal, anyway.

Favorite Genres: Action, Adventure, RPG

Current Favorites: Grandia, Resident Evil 3, Final Fantasy Anthology, Rakugaki Showtime
Can't Wait For: Quake II, Dragon Valor, PS2!

Box Score



We'd rather pass a kidney stone than play this game.

It doesn't get much more simple yet effective than OPM's five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!



Below average. There are fundamental flaws with this game; get something better.



A good title. It's a fun game with some flaws that can be overlooked.



Definitely a topnotch game. Very good and well worth your time.



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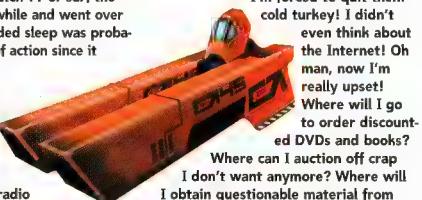
A Gaming Editor's Worst Nightmare

Wataru Maruyama

What do gaming editors fear most? Bad PR people? Horrendous games? Harassing managing editors? No, it's a lack of electricity.

Toward the last two days of my reviews deadline, a freak thunderstorm hit the Bay area and caused a power outage where I live. Right in the middle of my Juggernaut game... Bzzapp! Lights out. No juice means no playing games and certainly no typing my reviews into the computer. With no electricity I can't even screw around and watch TV or surf the Internet. I sat for a while and went over my options and decided sleep was probably the best course of action since it was 4 a.m.

After a refreshing three-hour nap, the power was still out, and according to the AM radio (you should always have a portable AM radio that runs on batteries, especially if you live in an earthquake-prone zone like San Francisco), it would be out for a while. Now, I don't know if it was the lack of sleep or the experience of playing through a game like Juggernaut (see the review), but my mind started to wander.



Where can I auction off crap

I don't want anymore? Where will I obtain questionable material from Europe? Dang, I forgot about TV! What's going to happen to Chandler and Monica or Ross and Rachel? What about Seven of Nine? How about Xena and Gabriel? What will I do? Wait...what's that? The power's back on? Oh, OK. Nevermind.

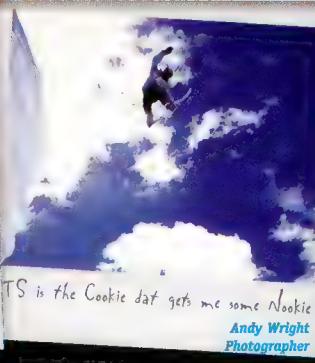
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Developer **Naughty Dog**
Publisher **Sony CEA**
Genre **Racing**

CTR: Crash Team Racing

Actually justifies the word "racing" in the title

It seems that it's all the rage these days to take a familiar mascot or franchise and turn it into a cute racing game. Generally, these tend to give the impression of half-hearted attempts to wring some more mileage (ouch) out of a successful license; novel though they may be, they're rarely superlative. Even Mario Kart (and you'll read plenty of comparisons between Crash Team Racing and Mario Kart, so you'd best get used to it), fun as it is, isn't terribly revolutionary.

Bucking the trend

CTR, however, is one example of a mascot racer that's so solid as to make the license nearly irrelevant. Don't get me wrong; the game makes good use of the Crash formula. It borrows the Relic system from Crash 3, as well as the gem-collecting goals from all three previous Crash games. Many of the weapons and items in CTR will also be familiar to fans of the platformers, from TNT and Nitro boxes to the Uka Uka invincibility power-up. And, of course, nearly all the characters in CTR



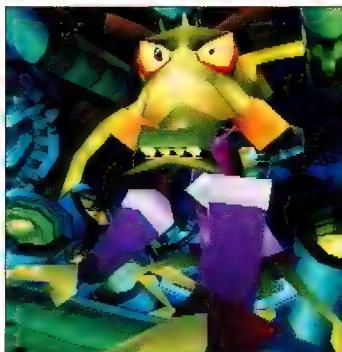
have made appearances in previous Crash titles.

But the point is, the game would be a solid, entertaining, and wholly worthwhile racer even without these familiar elements, and that's really the test of these new endeavors with proven franchises.

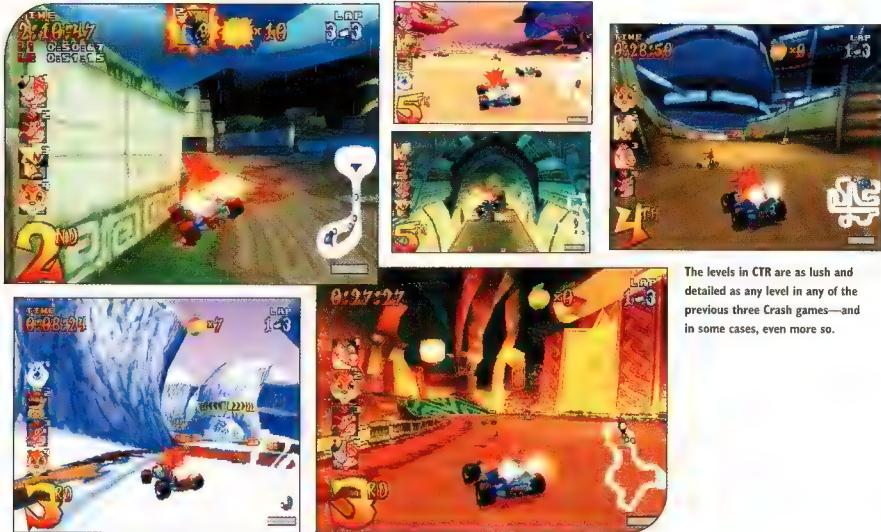
Eye-poppin' goodness

But before we even talk about the racing engine I have to give props to the graphics. In short, they're astounding. Now, that shouldn't be all that unexpected, considering how superlative the graphics have been in every Crash game, but the fact that this is a racing title makes Naughty Dog's substantial graphical talents even more impressive.

The environments are as clean as ever, with a tasteful mix of shaded polygons and well-done textures. Of course, all that eye candy hardly means squat when it's blowing by at mach speed, so the real feet here is how the game looks in motion. First, the game moves at a completely solid framerate, even in four-player mode (though you may notice that some of the superficial effects were sacrificed to keep it this way). Even



Fancy effects like the full reflections on icy surfaces (above) are even more jaw-dropping when seen in motion. And though if you look closely you'll notice these aren't present in full four-player mode, considering how small each individual player's screen is, it really doesn't make much of a difference.



The levels in CTR are as lush and detailed as any level in any of the previous three Crash games—and in some cases, even more so.

more impressive is that there's simply no draw-in, pop-up, fogging or any other nastiness that usually plagues racing games with similarly large levels. (In fact, since Naughty Dog was boasting about this fact at E3, I paid extra-close attention, and as far as I can tell they were right-on; I have yet to find one instance of this kind of graphical error.)

Yeah yeah yeah, but what about the gameplay?

Once you get used to how great the game looks you'll start to notice how great it plays. First of all, the controls are quick and wonderfully precise. You'll often find yourself recovering from what could have been a fatal fall off a ledge in a lesser game; instead you can just manhandle the controls and pull out of it. Dodging obstacles and nasty surprises left by your enemies is also possible. My only complaint with the controls is that the turning radius doesn't seem tight enough when going in reverse—but what are you doing driving backwards, anyway?

But the real joy here is the strategy involved. By offering a number of different ways to get small turbo boosts (you can turbo while power-sliding, for example, and you also get a boost as a reward for substan-

tial air time when coming off one of the many jumps found in nearly every level), CTR becomes a game that, though extremely easy to play from the get-go, takes a great deal of skill and quickness to master.

The fact that there's such a substantial number of levels makes it even more of a challenge to master (though a few of the courses are surprisingly short), as does the inclusion of some slightly nasty boss levels (I say nasty because the buggers cheat—each boss has an infinite number of one type of weapon designed to make your life hell).

CTR also includes a fantastically fleshed-out multiplayer mode (see sidebar), but the real surprise here is that, unlike most other mascot racers, the one-player mode is substantial, challenging and satisfying on its own. Once you get the hang of the opportunistic turbo system, you'll find it easy to breeze through the first six courses or so, but the challenge soon ramps up quite nicely. And after placing first on a course, you can work on collecting tokens and Relics, each of which offers an even greater challenge.

When you get right down to it, CTR is easily the best mascot racer around, and one heck of a racing game, period.

—Joe Rybicki

Multiplayer Mayhem



Though the single-player mode is more substantial than in most other mascot racers, one of the best features of CTR is still its multiplayer mode. You can race on any track with up to three friends (above far left), and you won't notice a drop in frame-rate or graphical detail (well, other than the fact that each screen is really, really small). But as with any such racer, my personal favorite mode is Battle Mode. This is where CTR really shines, as it allows you to set just about every parameter you'd want control over in such a mode (above middle left). You can choose how the game ends (time limit,

kill limit or life limit), dictate the values of each of these variables (10 minutes, nine lives, etc.), set which weapons and power-ups you'd like to have available, and even pick teams. Again, you can play this mode with up to three friends (above middle right), but if you don't have access to a multi-tap you'll still be able to set all these options (well, except for teams; if there's only two of you there's not much point in being on the same team, now is there?) in two-player mode (above far right). And again, you won't notice any drop in performance no matter how intense the action on screen. Amazing.

Box Score

Pros

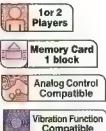
- Turbo system offers serious strategy
- Graphics simply amazing
- Great multiplayer options
- Lots of tracks and extra challenges

Cons

- Some courses a bit short
- Extra challenges and later tracks can be brutal
- Those cursed cheating bosses!

"The real surprise here is that, unlike most other mascot racers, the one-player mode is substantial, challenging and satisfying on its own."





Developer: Psygnosis
Publisher: Psygnosis
Genre: Racing



Wipeout 3

About what you'd expect—but that ain't bad

If you were a big fan of Wipeout XL, or even the original Wipeout, it won't take you long to get settled into Wipeout 3; not much has changed as far as the basic controls or gameplay features—instead W3 is mostly new ships, new tracks and minor tweaks to the same formula.

The most noticeable update would have to be game's graphics. Hi-res and finely detailed, with extra background elements like monorail cars, fireworks or birds flying off the track, W3 looks fantastic and moves smoothly enough to give you the exhilarating feeling of flying one of these insanely fast hovercraft. The track layouts have also been handled well—a good blend of quick, shallow curves for weaving, speed-boosting straightaways and nasty hairpin turns. I do wish, though, they would have included a wider variety of jumps and different elements like where the whole track twists; the few places Wipeout 3 tries these more experimental ideas are the most exciting in the game.

But the flip-side of the impressive track graphics are the piss-poor special effects: All of the weapons and "explosions" in W3 look horribly

subdued and dull. When you fire a missile and nail another racer, it should look and feel exciting—what you get is a dinky little pea flying out of your ship, creating a tiny puff; it's such a non-event you often don't even know if you even hit your opponent or not. I want a smoke trail, I want a satisfying "BOOM," I want debris flying—*something* that talks to my senses the way the rest of the game does.

Speaking of which, no Wipeout review would be complete without mentioning the soundtrack, and luckily Psygnosis and DJ Sasha don't disappoint. The relentless techno beats sync with the game's blazing graphics so well it's often hypnotic; both the game and the music would be good enough on their own, but together they feed off and add to each other perfectly.

It has room for improvement, and definitely isn't innovative, but fans of the series will be happy with Wipeout 3. —Mark MacDonald



Here's an example of the disappointing graphical effects I'm talking about (above). This is a shot of the most powerful weapon in the game destroying a ship and knocking it out of the race—and all you get is this teeny spark and the other ship just kind of disappears. Lame.



Wipeout 3 is at its best when it gets creative with its track designs, like this awesome downward spiraling section of the Mega Mall course (above).

Box Score

Pros

- Courses all look and play great
- Smooth framerate, even in two-player mode
- Incredible soundtrack

Cons

- Weapons and other special effects suck
- Really steep learning curve

"It has room for improvement, and definitely isn't innovative, but fans of the series will be happy with Wipeout 3."

PlayStation



Rating

Developer

Publisher

Genre

Konami

Konami

RPG

RATING PENDING
RP
CENTENARY EDITION



Suikoden II

Innovative, yet classic



K, so perhaps this recent surge in RPG releases is actually more of a curse than a blessing. I mean, besides the fact that I'll never have time to play through them all, some exceptional games are bound to get lost in the shuffle.

Well, I'm here to warn you not to overlook this gem when shopping for your next RPG. Sure, it may not have the flashy rendered graphics and gorgeous cinemas of some of those other games, but it does have plenty to offer, especially if you're looking for something a bit different.

Like in the original game, the story of *Suikoden II* is an unorthodox one for today's RPGs: Rather than stepping into the boots of a lonely hero setting out to save the world from mass destruction, you take the role of a lad as he fights with a resistance movement to combat a tyrannical government and gradually comes to know himself, his friends and his world. (Well, OK, so the ultimate goal is still saving the world from mass destruction, but the path to this end is a nicely original one.) This setup also allows for one of the other returning innovations in this sequel: large-scale tactical battles. Though these may

seem overly simplistic, they do help break up the monotony of the frequent combat.

The story is well-told, with wholly adequate translation and some very interesting plot developments. As you progress through the story you'll recruit others to join your resistance movement, who subsequently become available to join your combat party. This adds some nice variety to the battle system, and also a great deal of personality to the game as a whole.

My only major complaint is that the game does seem dated in many ways. The graphics, though generally well-illustrated, sometimes look a bit too old-school. And the lack of diagonal movement is just a silly shame. So though a bit more time spent fleshing this game out would have earned a higher score, as it is it's still quite excellent, and well worth your time.

—Joe Rybicki



One of the greatest features of the battle system is the Unite ability, which (like in the first game) teams up multiple members of your party for powered-up special attacks (above). Considering there are over a hundred possible party members, there are lots and lots of different combinations.



Though many of the graphics in *Suikoden II* are finely drawn works of art (left) the world map is simply an eyesore (above).

Box Score

Pros

- Nicely original story
- Lots of variety, such as large-scale tactical battles
- Over 100 different characters
- Great Unite system

Cons

- Gameplay and graphics can seem dated
- Tactical battle system could be better fleshed out

"Though a bit more time spent fleshing this game out would have earned a higher score, as it is it's still quite excellent..."

Official PlayStation



Rating



ASTRONAUT

LUNATIC



KILLER COMPETITION -

Better hold on tight. It's throttle pinning, dirt slinging', handlebar-to-handlebar racing.



TITLE HOUNDING -

Take on the best riders and tracks for the coveted EA SPORTS Series Championship.



AERIAL ASSAULT -

Throw sick mid-race tricks. Or get insane air as you take to the skies in Freestyle mode.



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Developer Red Company
Publisher Atlus
Genre RPG

RATING PENDING
RP
GHOST WALKER EX



1 or 2
Players

Memory Card
1 block

Thousand Arms

Classic RPG meets dating simulation

A

fter many years in the making, Thousand Arms finally sees the light of day in the U.S.

One of the biggest features in the Japanese version of Thousand Arms was the casting of popular anime voice talent. The voices have all been redone with English voices (with the exception of the opening and ending song) and with a few exceptions, the voices are all well cast and add real punch to the story. As undeniably epic as Final Fantasy VIII was, there was no spoken dialogue, which would have added greater impact in the game's many dramatic moments.

Thousand Arms' plot twists don't really match up to Square's masterpiece, but there's something to be said for good execution. The basic story and many of the characters in Thousand Arms are unconventional, but the game does fall into many RPG clichés and is simply too predictable most of the time. Even with that hindrance, it goes to show you that things can be overlooked if you tell a story well enough.

I did have a few issues with the way the game interface was handled both in the menu system and with interaction between your character

and every object in the game. First off, the menu is cumbersome to navigate through and never becomes second nature even after 45 hours of play. Also, though the text setting can be set to "fast," it's never fast enough, and you can't speed it up with button presses. Plus, it's way too hard to line up with other characters in order to talk with them, and whenever you enter an area, your character always faces the screen making it hard to figure out which direction you came from and where you need to go. Finally, the battle system is too simplistic—but that could be my particular taste, so I can't really fault the game too much for that. All these problems should have been addressed since they are so easy to fix.

As annoying as these things were, none of them ever came close to making me want to stop playing this game. It's not perfect, but Thousand Arms stands out from the many PS RPGs out there.

—Wataru Maruyama



Two-dimensional sprites are used effectively to portray the battles. Although the system is simplistic, it gets the job done and adds a different twist to the whole party concept.



There are tons of nicely animated cut scenes (above) highlighting the sometimes wacky world of Thousand Arms.

Box Score

Pros

- Quirky characters
- Dating-sim aspects
- Good voice acting
- Heavy anime influence

Cons

- Clumsy Interface
- Many RPG clichés
- Overly simplistic battle system

"Thousand Arms' plot twists don't really match up to Square's masterpiece, but there's something to be said for good execution."

Official U.S. PlayStation Magazine November 1999



Rating



RP
CONTENT RATED BY
ESRB



Developer GameArts/ESP
Publisher Sony CEA
Genre RPG

Grandia

Style and substance in one grand package



It may sound funny to say that one of the most original PlayStation RPGs reminds you a lot of older 8- and 16-bit titles, but that's just how I feel about *Grandia*. Although it's packed with unique ideas and new features, they work so well in the game that they never stand out as radical or unfamiliar—*Grandia* somehow feels as comfortable as your favorite older RPG while at the same time being unlike anything you've played before.

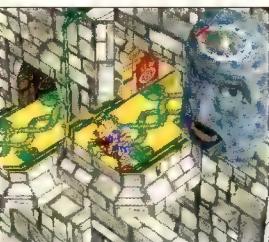
The battle system is an ambitious mix of real-time and turn-based systems (somewhat like *Star Ocean*'s), that incorporates strategy, timing, combos, special moves and more, while still keeping combat quick and simple. Dungeons take full advantage of their 3D-ness for some amazing traps and puzzles, but without becoming overwhelming or annoying. This is a game that fully appreciates the importance of balance.

But *Grandia*'s most impressive feature is something you rarely hear singled out in an RPG—it's character-building system. Each time you cast a spell (say a fireball), your ability in that specific spell and in that kind of magic in general (in this case all fire magic) improves. *Grandia*

also keeps skill levels for each kind of weapon you use (maces, swords, axes, bows and more), that you can combine with each other and with spells for new techniques and special attacks. The effect this wonderfully deep and subtle system has on the entire rest of the game is amazing—instead of dreading combat you welcome it as a chance to improve your party, and the more active interest it creates in each of your characters makes everything that happens to them in the game's story that much more involving.

The single dark spot in *Grandia* is its translation—the dialogue and voice acting is often depressingly awkward and never above average, which really stands out in an otherwise all-around excellent game. Even so, *Grandia* easily earns a spot along with *Lunar* and *Final Fantasy VIII* as one of the best PlayStation RPGs of the year.

—Mark MacDonald



Look, wash your own underpaw, Pako! I've no intention of marrying you. How many times must I tell you?

Although the graphics can appear somewhat blocky (left) and pixelated during close-ups (above), *Grandia*'s inspired designs and attention to detail more than make up for any shortcomings.



Grandia's mix of computer graphics and classic hand-drawn animation for its FMVs (above) fits the game perfectly.

Box Score

Pros

- Stylish, colorful graphics and a fantastic soundtrack
- Outstanding battle and experience system
- Clever dungeon designs
- Good balance between story and action

Cons

- Some slowdown
- Simple polygonal models
- Awkward text and dialogue

"Grandia easily earns a spot along with *Final Fantasy VIII* and *Lunar* as one of the best PlayStation RPGs of the year."

PlayStation



Rating

Developer
Publisher
Genre

SquareSoft
SquareEA
RPG



Final Fantasy Anthology

Two must-play (or play again) RPGs in one

After playing the latest, super-slick state-of-the-art Final Fantasy VII, you'd probably think that going back to this collection of two earlier games in the series would be a painful reminder about how far RPGs have come—but in many ways it's actually just the opposite. Both FFVI and especially FFV prove that truly outstanding RPGs can stand the test of time, and in some areas even top the best titles in the genre today.

Never before released for any system in America, Final Fantasy V is the star of the compilation, and by itself would be worth Anthology's \$40 price tag. Its story line, filled with crystals, dragons, swords and pirates, seems almost quaint compared to the more-ambitious cinematic plots of modern RPGs, but the gameplay here is unmatched. The revolutionary "Job" system, borrowed to a large extent by Final Fantasy Tactics, is still a stunning achievement in game design: Basically you choose from over 20 different classes (ninja, monk, black mage, etc) for each member of your party, then they learn new abilities and special powers unique to that "job" as they gain levels. It's

still the best overall RPG system I have ever experienced, and makes part V the single most addictive Final Fantasy in all of the series.

Most RPG fans are probably already familiar with FFVI since it was released as FFIII for the Super Nintendo; it's epic story line, huge cast of memorable characters, different types of attacks including fighting game-style special moves, and tons of secrets made it one of the best 16-Bit games ever, and keep it relevant even today.

But I know what you're thinking—look how old the games look! Of course the graphics and sounds for these games are technically primitive by today's standards, but both have a timeless, classic quality to them that helps minimize the old-school "big pixel" shock. Sure, not everyone will be able to handle it, but those who can will definitely enjoy some 80 hours of the best role-playing in the history of video games. —Mark MacDonald



You can beat Dargus in one hit with Sabin's special Pummel attack. Breath deeply before trying to enter in the attack command.

In addition to the new FMV sequences added for both games, Final Fantasy VI also includes a bonus section where you can access information on all the game's enemies, artwork, secrets and more (above).



A big part of what makes Final Fantasy V so special is its "Job" system (above); you can choose from and switch between over 20 different jobs for each of your characters (all with their own little outfitts) and learn all kinds of different abilities.

Box Score

Pros

- Added FMV snippets and soundtrack included
- Two of the best RPGs ever, including the never-seen-in-America FFV
- Lower price and two huge games in one

Cons

- Graphics and sounds still definitely 16-Bit quality
- May destroy your social life for weeks

Both FFVI and especially FFV prove that truly outstanding RPGs can stand the test of time, and...even top the best titles in the genre today."

Official U.S. PlayStation



Rating

Developer
PCL&P
Publisher
989 Studios
Genre
Racing



Jet Moto 3

An all-around challenging racer

There's always been this sort of love/hate thing with the Jet Moto games. Most folks have agreed that the all-terrain hover racing is at least an interesting concept, but as far as gameplay is concerned the opinions of the public and critics alike have been quite polarized.

I say this because Jet Moto 3 may even enhance this polarity, which means that you're likely to find even more of the things you liked—or hated—about the previous games. First off, JM3 is fast, and I mean *fast*. That's good. The courses are also more complex, and more challenging. That's also good. But put these two things together and you come up with a game that can seem almost sadistically difficult. That's perhaps not so good; though again, it depends on how you felt about the previous games. To me, having the new game be a step up in difficulty rather than just a new collection of tracks is a plus.

What makes JM3 particularly challenging for even the seasoned racing veteran is the fact that you need to control so much more than simple speed and direction: With all the crazy jumps you'll need to pay

close attention to your altitude lest you collide with an overhead obstacle, and with all the hairpin turns and switchbacks you'll need to roll your bike to plant bottom-down on walls and sometimes even ceilings. In other words, you need to learn an entirely new set of racing skills.

Graphically, the game's not much of a step above the previous versions. Some courses seem to have overly detailed textures, which sometimes make it difficult to discern your path, while others have a much cleaner look. I'd love to see a higher framerate, as well, though it's certainly not unplayable.

The game also has its share of bugs; I noticed at least one area in which you could drive right out of the course. Not a good thing.

If you hated the earlier games, JM3 won't convert you, but in spite of some frustrating flaws it is an adequate racer with a significant challenge level. —*Joe Rybicki*



This half-sunken freighter (left) is one of the tamest features of this particular level; one other segment has you navigating a series of switchbacks up the side of a mountain. Ride off the edge often enough and you'll be ready to throw the game off as well.



Levels like the Catacombs (above) are littered with gaping chasms ready to eat you alive. And they always seem to appear when you least expect 'em.

Box Score

Pros

- Serious speed + complex tracks = nice challenge
- Non-standard engine
- Good number of tracks
- Fleshed-out stunt mode

Cons

- Track design can seem sadistically difficult
- A bit buggy
- Complex textures can be disorienting

"To me, having the new game be a step up in difficulty rather than just a new collection of tracks is a plus."

PlayStation

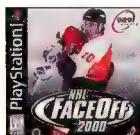


Rating



Developer
Solworks
Publisher
989 Studios
Genre

PlayStation!
Sports



1-8 Players
Memory Card 1-6 blocks
Analog Control Compatible
Vibration Function Compatible

NHL FaceOff 2000

A surprising hat trick of a hockey game

T

here's still a few sports games left for 989 Sports to release in the upcoming months, but right now NHL FaceOff 2000 looks like one of their most improved games of the year.

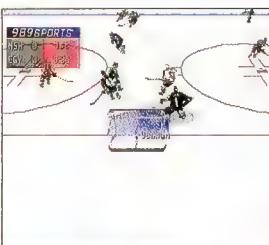
The thing that struck me first about this hockey game is how well polished it is. 989 Sports did a great job at balancing the game speed and control. As you might expect, this is crucial for hockey games since the action is so dependent (more so than other sports) on a good sense of speed. Unlike NHL 2000, the gameplay isn't too fast, and players control and feel like they have a realistic balance of momentum as they shift directions on the ice.

The graphics are superb, particularly the 3D players and arenas that have a very clean, yet detailed look about them. The player animations are realistic and add an authentic feel to the game, yet aren't a detriment to control (as sometimes happens with motion-captured animations that are moving at these high speeds). The only thing that looks even slightly subpar are the television-style presentation graphics that

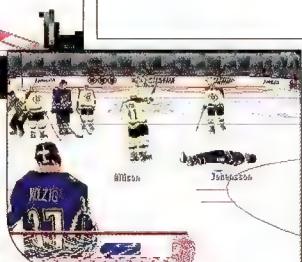
look a little bland. But admittedly, that's a very small nitpick—they do the job just fine. Besides, the two-man commentary and other facets of the presentation make up for it rather nicely.

The only place where NHL FaceOff has major room for improvement is its features. Frankly, I'd like to see them catch up to where EA's NHL 2000 is by having a deeper season mode with a fantasy draft, or something similar. Also, many of their other game modes aren't as polished or as fleshed out as they could be. To most hockey fans, NHL FaceOff 2000 will offer more than enough depth. The only problem is that hardcore hockey fans might be a little disappointed, especially if they want to stock up their Atlanta Thrasher team with an expansion draft.

But even if they are a little disappointed by that, FaceOff's great gameplay will be good enough to win them over. —Kraig Kujawa



Any game that shows two Zambonis and a flying blimp during intermissions is all right with me (above).



Ah, there's nothing like the outpouring of sympathy after a heated hockey fight (above).

Box Score

Pros

- Great game speed and fluid graphics. The speed is also adjustable.
- Realistic play
- Great stadium atmosphere

Cons

- Needs more game modes (no franchise, draft, etc.)
- Front-end/television-style graphics a little rough

"The thing that struck me first about this hockey game is how well polished it is."

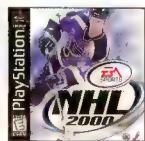
Official U.S. PlayStation Magazine



Rating



EA Sports
Electronic Arts
Sports



1-8 Players
Memory Card 1-6 blocks
Analog Control Compatible
Vibration Function Compatible

NHL 2000

Actually faster than the sport itself

F

or the longest time, EA's NHL franchise of games were by far the best PlayStation hockey games—period. Over the past couple of years, however, it seems like the series has peaked, because the features keep growing, while the gameplay has stood still.

Judging by the changes in this year's hockey offering, EA Sports obviously concentrated on correcting the major flaw that hampered last year's NHL—the sluggish framerate and game speed. Unfortunately, what makes it so obvious is that they overcompensated by making NHL 2000 move at a blinding pace, with no optional speed adjustment to tone things down (which is ironic, since every other possible feature and option is included). The result is an adrenaline-laden game that comes at the expense of game control, because players move around too fast, and sometimes choppy. There is also a lack of momentum when players change direction.

Even though I'm annoyed at this problem, don't get the idea that this game plays badly because of this—it doesn't. While the realism

suffers a bit because NHL 2000 doesn't play quite as well as it should, it is still a really fun hockey game. There's plenty of moves, great graphics, an outstanding stadium atmosphere and play-by-play commentary to make the game feel like a genuine hockey event.

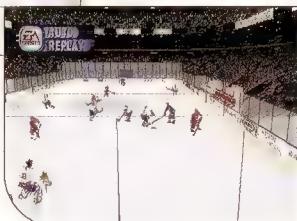
The biggest strength of NHL 2000 is that no other hockey game can touch its unbelievable amount of features. Anything and everything a hockey fan could ever want is in this game, including expansion drafts, tournament modes and shootouts. There's a lot of in-game customizing as well, including the ability to change the fight frequency during a match (always turned up high for me).

As far as gameplay goes, NHL 2000 is great, but FaceOff edges it out in that important category. Fortunately for EA, the NHL 2000 overall package rates just as highly because of its unrivaled amount of depth.

—Kraig Kujawa



What NHL game would be complete without fights? You can adjust the frequency of the fighting so you can almost turn NHL 2000 into a slippery boxing game (above).



Do something cool, and you'll be rewarded with a nice automatic replay of your accomplishment (above).

Box Score

Pros

- Great gameplay
- Loads of options and features (expansion draft!)
- Atmosphere is topnotch

Cons

- Fast gameplay is great—especially for a hockey game—but this is too fast.

"The biggest strength of NHL 2000 is that no other hockey game can touch its unbelievable amount of features."

PlayStation



Rating





Where Lammy goes, mosh pits follow. She's the guitar-slinging megastar of JammerLammy, the new rock video game. Problem is, she's left for her tour with Milk Cat, her all-girl band. Save the day by jamming to rock, punk, pop and other killer riffs. It's brought to you by the makers of Parappa the Rapper. You can even take on another player. Heck, you might even score **grub** out of this.

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Developer

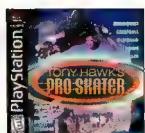
Publisher

Genre

Neversoft

Activision

Sports



Tony Hawk's Pro Skater

More insane than the real thing

It's not hard to say that Tony Hawk's Pro Skater is the best skateboarding game on the PlayStation. After all, it's only real competition so far is EA's yawn-inducing Street Sk8er, unless you count the skating segments in the Xtreme games (which I don't). But what if I told you Pro Skater is the best skating game on any system, ever? Yep, it's that good.

Let's talk first about the trick system. By using Kick, Grab and Grind buttons in conjunction with the D-pad, the game offers a healthy 24 tricks (plus three special tricks per skater) for each type of skater (i.e., board or vert). You can also combine as many tricks as you can squeeze into your airtime, which can add up to some serious points. And that's not all: The level designers also flag certain sections of each of the nine levels to award extra points. Jump from one half-pipe to another, for example, and you'll usually get a "transfer" bonus. All in all, it's an intuitive and well-designed system.

Of course, a great trick system wouldn't mean jack without solid controls, and other than some minor frustration in attempting to

maneuver around tight areas, Pro Skater earns high marks here as well.

But it's really the level design that makes this game the masterpiece it is. Most of the levels are simply immense, with a huge variety of ramps, rails and other obstacles to suit any skating style. They're also large and complex enough that the designers were able to hide various items throughout, giving you plenty of reason to spend some serious time exploring the environment.

Now, don't expect this to be a skating simulation (you'll probably want to wait for Thrasher: Skate and Destroy for that); with the insane jumps and head-cracking falls, Pro Skater is not about realism. This may be a problem for some, as may the occasionally touchy collision detection and the occasionally buggy graphics. But overall the game is as all-out fun as I could ever expect a skating game to be.

—Joe Rybicki



Minneapolis cabbies can be hazardous to your health (above). Watch your greatest hits frame by frame in the Replay Mode.



One of the quickest ways to rack up points is to trick into and out of rail slides (above) which earn point multipliers that can double, triple and even quadruple the points normally awarded for the tricks.

Box Score

Pros

- Brilliant level design
- Intuitive trick system
- Solid controls
- Great replay value

Cons

- May be too unrealistic for hardcore skate fans
- Occasionally touchy collision
- Occasionally buggy graphics

"What if I told you Pro Skater is the best skating game on any system, ever? Yep, it's that good."

PlayStation



Rating

Developer

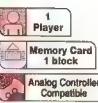
Universal

Publisher

Electronic Arts

Genre

Action



Xena: Warrior Princess

"Catapults...I hate catapults"

R

egardless of what you think about the cheesy nature of the show or its ambiguous sexuality, you have to admit that Xena's all about good-natured fun. As a huge fan of the show, I find that the game does a great job of capturing that spirit, and I think that anyone who enjoys the show will agree.

First off, the story squeezes what would be a season's worth of plot twists into the course of one game, making for some hilarious storytelling. For example, at one point you'll save Gabriel, only to have her get captured again; you'll discover a Minotaur who's conspiring with an unseen enemy, only to get distracted by renegade Amazons. This is just from five of the 20 chapters in the game! But this incessant plot twisting makes for some spotty difficulty: One level may be a cakewalk, the next insane, and the next easy again. Of the 20 chapters, I would classify six as being extremely tough—and they aren't all the last chapters in the game.

The voices are well done in spite of the fact that they're not the actual stars. The characters talk to each other and their enemies

during battle and Xena busts out her war cry whenever she has dispatched multiple enemies. She can also unleash a special attack which will activate the war cry, as well.

The graphics are pretty hit-or-miss; large characters look detailed and fleshed out, but just about everyone else looks like glorified stick figures. The action is also unpredictable due to some collision problems and a very aggressive enemy AI. Xena is also a victim of bad camera angles, the bane of most 3D action titles. For the most part, though, the camera only becomes a problem for boss encounters.

The game has many hidden surprises which are amusing and very tongue-in-cheek (like throwing the Chakra at a dead shark which will make it spit out all kinds of items).

Xena's gameplay may only be adequate, but the game does a great job of capturing the appeal of the show. —Wataru Maruyama



Characters like this giant Cyclops (above) look very cool and more believable (in the context of the game) than the CG stuff they use on the TV show. Smaller enemies aren't fleshed out nearly as well, unfortunately.



Most characters you've seen in the show make appearances, like Aries, brother of Hercules (above).

Box Score

Pros

- Wacky plot twists
- Tongue-in-cheek action
- Renegade Amazons
- In other words, just like the TV show

Cons

- Collision detection needs work
- Camera could use some tweaking as well
- Difficulty is uneven

"Xena isn't perfect, but it does a great job of capturing the appeal of the show while offering an enjoyable gaming experience."

PlayStation



Rating

Developer

Kodac

Publisher

Electronic Arts

Genre

Sports

RATING PENDING
RP
ESRB



WCW Mayhem

EA tags up for their turn in the WCW ring



ith THQ, Acclaim and EA playing musical chairs with various wrestling licenses, there's plenty out there to appeal to just about every kind of wrestling fan imaginable.

Mayhem marks sports giants EA's first appearance in the ring, and the results, if not spectacular, are at least promising.

The first thing you'll notice is how much the wrestlers look like their real-life counterparts: The character models are so detailed it's almost creepy. Sure, they all seem to have strangely dazed expressions on their faces, but the very fact that this complaint can be made is itself a testimony to the detail of the models.

The animation is a bit more hit-or-miss. The actual delivery of the moves is quick and realistic, but the transitions between the different animations are unpleasantly jerky. There's also an occasional delay in executing moves which makes it seem as though the game is pausing as it loads up the animation. You may also find characters sliding around the ring as though the mat were made of ice, which certainly hurts the realism. Rounding out the graphical gripes are the frequent

polygon-sorting problems. You'll see wrestlers occasionally merging into one another and apparently sliding through the ring ropes, which doesn't affect gameplay too much but does look seriously nasty.

But the heart of the game is more solid: The controls are more intuitive than most recent wrestling games, which makes the game easier to pick up and generally more fun (though it also makes it a bit more superficial than, say, WWF Attitude). The ability to leave the arena and slug it out in the bathroom or first-aid room adds a hysterical feeling of chaos, and the use of humorous play-by-play from Gene Okerlund, Bobby Heenan and Tony Schiavone combined with the frequent (and mostly well-done) camera cuts give the game more of a TV-style presentation than any other I've seen. So while the game's not spectacular, it is worth checking out, and it makes me eager to see what a sequel might bring. —Joe Rybicki



Each wrestler enters in his trademark style (left), accompanied by appropriate music and flashy pyrotechnics.



Mayhem's Create-A-Wrestler mode (above) isn't nearly as hefty as in WWF Attitude, but there are some interesting options, including striking outfits like this Robocopish fellow here as well as an entirely invisible wrestler. Creepy!

Box Score

Pros

- Detailed character models
- Quick, realistic animations
- Out-of-the-ring activities
- Great (though occasionally repetitive) play-by-play
- Simple controls

Cons

- Jerky animation transitions
- Some polygon-sorting errors
- Controls sometimes sluggish

"Mayhem marks EA's first appearance in the ring, and the results, if not spectacular, are at least promising."

PlayStation
www.playstation.com



Developer
Tecmo
Publisher
Tecmo
Genre
Strategy



Monster Rancher 2

Raising monster raising to a new level



ou either own the first Monster Rancher and want to know if the second installment is any good, or are new to the title and curious to see if it's worth purchasing. Giving an answer to the former is easy: The sequel is even better. The original, with more monsters and a whole lot more play value. The secondary character, Colt, adds a great side story element that keeps things interesting even through the long months of training. You can even use your data from the first Monster Rancher in part two, which is a fantastic reward for players of the original. The basics of monster raising and battling are not that much different from the first one, but there's no reason to change something that worked well in the first place.

Now if you're new to the series, the one thing you need to know is that it's very addictive. Receiving monsters is one thing, but I can't really describe how cool it is to create a monster from one of your favorite CDs and raise it for years. You'll have to train and battle with your monster to strengthen it, and raise it with the right nutrition, rest

and even discipline. You can also play against another player's monster to see who is a better trainer. There are definitely some CDs that work better than others and I suggest using the most obscure ones you can get your hands on.

Given the length of time it takes to raise a single monster and the countless varieties of creatures, the play value of Monster Rancher 2 is tremendous. The pacing of the game is relatively quick and the monsters really start to develop a personality you can identify with. Just like any pet, there are some truly heartbreaking moments and these are the moments that elevate this game past other creature-raising titles.

Whether you're new to the series or a seasoned Monster trainer, you'll find the title hard to step away from. Monster Rancher 2 is the best of this genre on the PlayStation. —Wataru Maruyama



You'll have to train your monster wisely and with the right balance for your particular strategy. Above we see the wolf monster going through Meditation training, because we all could use a bit more reflection and peace in our lives.



How would you like to train this guy? I wonder what CD will reveal a giant, blue furry whale?

Box Score

Pros

- Unlimited play value
- Huge variety of monsters
- Great side stories
- Closest you'll get to Pokémon on PS

Cons

- Can get repetitive
- Monsters are pretty weird looking

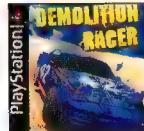
“Whether you're new to the series or a seasoned Monster trainer, you'll find the title hard to step away from.”





ESRB
CERTIFIED BY ESRB

Developer
Pitbull Synd.
Publisher
Infogrames
Genre
Racing



Demolition Racer

A great balance of destruction and speed

I don't like to admit it for fear of being dragged away in a padded wagon and handcuffs, but I find nothing more satisfying than being able to maul the cars that I'm racing instead of actually beating them cleanly to the finish line. In video games only, I mean. Really.

Until now, the games in Psygnosis' overrated Destruction Derby series were the only that combined racing and demolition in a similar style, but quite frankly, both incarnations were pretty lame, offering more unsatisfying flash than substance. Demolition Racer, while not stunning in any aspect, delivers plenty of carnage at breakneck speeds.

One of the things Demolition Racer does so well is balance racing with destruction by giving you a reason to do both as efficiently as possible. Coming in first place isn't worth a damned thing if you do it without slamming the hell out of a few competitors along the way—preferably with a little flair so that you rake in some extra style points. If you rack up a ton of those, it can easily make up for a sluggish finish and vice-versa. It's all about balancing how aggressive you are on the

track with your serious racing skills.

The computer-controlled cars are no slouches, however. They'll try to pile up the points as well, although it is a bit easy to pass them up while racing. In fact, by the final lap, the field of competitors is generally reduced to one-half, allowing you to concentrate more on increasing your destruction points, which is definitely more entertaining.

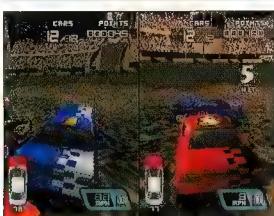
Once you start progressing through the game, you'll unlock new arenas, improved cars, and four other game modes that include Chicken, (where you must race the track backwards) and Last Man Standing, (where you are thrown into a crowded arena with an obvious goal).

All of these game modes coupled with fast and surprisingly addictive and balanced gameplay made Demolition Racer one of the most pleasantly surprising games I've had to review this year.

—Kraig Kujawa



Power-ups and repair boxes can be picked up to give you more of an edge over your opponents (above).



The two-player modes are intense, and the game doesn't take a hit on speed and frame-rate even with the split-screen.

Box Score

Pros

- Two-player modes are fun, and lots of them
- Plenty of visible damage (dents, fire) to cars
- Wide breadth of playmodes, arenas
- Great soundtrack

Cons

- Nothing stunning or eye opening here

“One of the things Demolition Racer does so well is balance racing with destruction by giving you a reason to do both as efficiently as possible.”

PlayStation



PREPARE.



CRUSADERS OF MIGHT AND MAGIC

Coming to the PlayStation® game console.

NEW WORLD COMPUTING®

PC
CD-ROM

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NASCAR 2000

EA Sports hits their highest gear

So far, the number 2000 has been a magic one for EA Sports. Every edition of their games that brandishes that number has been exceptional, and NASCAR 2000 continues that trend.

EA has always been so diligent about licensing all of their sports games that it's easy to overlook that this game has everything a NASCAR fan could want—real tracks, drivers, cars and a serviceable amount of information about each one. If there isn't something you like, simply create your own driver and car, and feel free to adjust its settings (downforce, oversteer, car balance and such) to your liking. The customizing of cars and other game options is excellent.

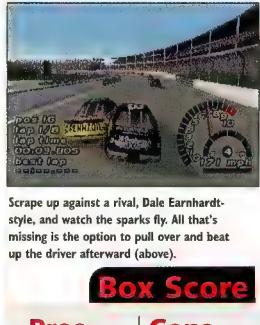
Previous EA NASCAR games have always been heavy on features, but stumbled when it came to the aesthetics. Not so here. The graphics, while not outstanding (like Gran Turismo 2 or R4), are very well detailed in terms of making the cars look identical to their counterparts and doing the tracks justice. Also, the game's steady frame-rate doesn't sputter during the split-screen two-player mode.

Suffice to say, if you're a NASCAR fan, it's hard to imagine that you won't like this realistic racing game.

—Kraig Kujawa

Developer Stormfront St.
Publisher Electronic Arts
Genre Sports

Everyone
Content Rating: E



Scrape up against a rival, Dale Earnhardt-style, and watch the sparks fly. All that's missing is the option to pull over and beat up the driver afterward (above).

Box Score

Pros

- Smooth framerate
- Fully licensed
- Lots of customizing

Cons

- Mediocre sound effects and music
- Nothing very flashy



OPM Rating

Developer Infogrames

Everyone
Content Rating: E

Publisher Infogrames

1 or 2 Players

Genre Racing

Memory Card
1-6 blocks



Analog Controller Compatible

All kinds of new vehicles are featured in Off Road 3 including the military version Hummer (top right).



Box Score

Pros

- Cool race tracks
- Cool music tracks

Cons

- Realistic physics
- Tough controls
- Mostly ineffective car upgrade

Test Drive: Off-Road 3

A rocky ride in the Hummer

T

he main Test Drive series is easily at its best now and it's really come a long way. The Off-Road series is also coming along nicely, but it's not going to win any awards just yet.

The biggest improvements in this installment are the race tracks. There's lots of variety, and the overall layout of the courses is great, and more realistic than before.

The problem comes from the car physics, which make the game more realistic, but sacrifice a lot of the fun. What good are all the hills and ramps to jump off of if you end up crashing or turned around in the wrong direction most of the time? The first Rally Cross and the Destruction Derby series had this problem, and while I'm sure it'll get resolved in time for Off-Road 4, that doesn't help much now.

Partly due to the car physics, the controls are hyper-sensitive and tough to get the hang of. You need a very soft touch to maintain control of your vehicle since it's very easy to oversteer. You can buy parts to modify handling and such, but they have minimal effect regardless of what car you use. The only upgrade that seemed worth it were the paddle tires.

The end result is that the Off-Road series takes a few steps forward and a few steps back. The bright side is that I'm sure the next installment should be awesome.

—Wataru Maruyama



OPM Rating

1 or 2 Players

Memory Card
1-6 blocks

Analog Controller Compatible

Vibration Function Compatible

Bass Landing

Patience, skill and a lot of luck required

F

or some reason fishing games are one of the hottest sub genres in games today, and Bass Landing is one of the most realistic titles yet, enough to please any hardcore angler.

The first thing you'll notice is the difficulty of the game, which comes from its dedication to simulating the real thing. Sure, it's possible to get lucky and snag an unsuspecting fish here and there, but you won't get very far in the tournament without mastering rod skills and gaining lake smarts. To this end, the tutorial mode is well done, and an absolute must in order to learn the ins and out of the game.

The presentation is perhaps not so well done: Though the graphics are about average, the music is just plain annoying. Thankfully, you can turn it off and kick back to the sounds of nature if you like.

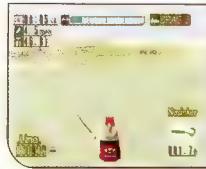
Making the long hours of waiting (necessary for an accurate fishing sim) a little more bearable is the cool controller with built-in rumble feature. My only gripe about it is that the cord is too short, so you have to be cautious when casting your lure or you may end up casting your PlayStation across the room.

Because of the realism, casual fans may prefer a more arcadey title, but sportsmen will find Bass Landing a great catch. —Wataru Maruyama

Developer	Agetec
Publisher	Agetec
Genre	Sports

PlayStation   



The fishing controller (left) adds real value and puts you in the right mindset to play Bass Landing for hours. Beer helps a lot, too.

Box Score

Pros

- Very realistic
- Ability to turn music off
- One of the coolest opening cinemas for a fishing game ever

Cons

- Almost too realistic
- Bland music
- Very difficult



OPM Rating

Developer Tonkinhouse

Publisher Jaleco

Genre Adventure



1 Player

Memory Card 1-6 blocks



If you don't like point-and-click games, step away now. If you do, you might want to step away anyway.



Box Score

Pros

- Mature subject matter and situations
- Very creepy at times

Cons

- No voices
- Extremely repetitive
- Too easy
- Graphics are very generic



OPM Rating



Juggernaut

Myst meets **THE EXORCIST**

J

juggernaut commits what may be the worst possible sin for a game with an emphasis on puzzle solving and horror: It's almost totally mindless. In fact, the game is so linear that even the toughest puzzles can be solved eventually through luck.

That's a shame, since the story is pretty creepy, and there are all kinds of bizarre plot elements that are quite enjoyable.

In fact, the story is so creepy that it makes this title very inappropriate for young kids. There's lots of demon/religious/out-of-body stuff that younger audiences just won't understand. Unless the parent is with the child the whole time playing the game, they'll be hard pressed to adequately explain (and even then they may have trouble).

Unfortunately, the game itself isn't nearly as challenging as the story. It shouldn't take the average gamer longer than two days to beat, which is unusually short for a three-disc game.

The graphics aren't so hot either; generally the selling point of **Myst**-like titles is the high quality, prerendered graphics, but the quality of the CG here is not very good. It doesn't look much better than **Echo Night**.

If it weren't for the strong and mature story, this would have earned only a one-disc rating. Rent it if you're curious. —Wataru Maruyama



PlayStation



Developer

Acclaim

Publisher

Acclaim

Genre

Racing

Re-Volt

Not quite revolting, but not great

Well, the good news is that someone has finally developed an R/C racing title that actually *feels* like an R/C racer: Re-Volt's 13 tracks generally feel like real-world environments through which your tiny cars race; museum, suburban neighborhood and grocery store tracks are exactly the sort of locations I'd want to race R/C cars in. And the controls, especially with the dual analog sticks, are set up perfectly for this kind of thing.

The bad news is that the game runs at such a horrible framerate that it makes all this good stuff almost irrelevant. We're talking, I dunno, maybe 10 frames per second, which (as if you need me to tell you this) is entirely too slow for any kind of racing game that involves vehicles faster than your average slug. I mean, it's so bad that it actually affects control, since it takes so long (relatively speaking) for joystick movements to register onscreen. It's a shame, too, because at an acceptable framerate this game could be a heck of a lot of fun.

It also doesn't help that the graphics are depressingly first-generation-looking. Grainy, pixelated textures abound, spiced with plenty of pop-up and other glitches. Acclaim, let's see this game on PS2. —*Joe Rybicki*



If you think the framerate is bad in the one-player game, try it two-player (left)!

Box Score

Pros

- Nice environments
- Good R/C-style controls
- Track Edit mode

Cons

- TERRIBLE, almost unplayable framerate
- Shoddy graphics



OPM Rating

Developer

Bandai

Publisher

Atlas

Genre

Adventure



146

PlayStation Magazine

November 1999



The game has a heavy anime influence which kids of all ages will dig. Don't be fooled by the weird title of the game.

Box Score

Pros

- Light-hearted story
- Good music
- Great for kids AND you
- Nice voice acting

Cons

- Very easy even on hard setting
- Short for an adventure title
- Gets repetitive

Tail Concerto

For your kids and the kid in you



ost titles marketed for kids have two things in common: they're very simple to play and are very boring. That's a big reason why kids like to play games meant for older kids. Surprisingly, Tail Concerto is a game meant for younger kids that older folks will enjoy.

The story is rather generic and predictable, but it's told really well. For one thing, the voice acting is great and matches the characters perfectly. The graphics are very polished and the gameplay is spot-on as well. To top things off, the music is fantastic.

For all these great assets, there are a few unfortunate shortcomings. The most glaring is that the difficulty is way too easy and making matters worse, the game is very short. The last boss is the only real challenge in the game (you won't believe how many times you have to beat this guy), but it's too little too late. There is an option to set the difficulty higher, but it's really not that much harder than normal. It would have been nice to see more levels and side stories, but the main audience for the game should love it. Because of that, you can add an extra disc to the rating if you're under the age of 12. For everyone else, Tail Concerto is a highly recommended rental and a nice diversion for gamers looking for a lighthearted adventure.

—*Wataru Maruyama*



OPM Rating



Meet the New Cast of Characters



Legacy of Kain: Soul Reaver



Fighting Force 2

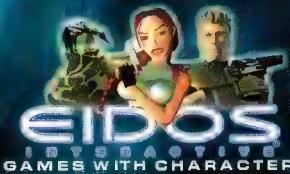


Fear Effect



*Tomb Raider:
The Last Revelation*

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A roundup of the most notable games of recent months



Ape Escape

The first PlayStation game to require an analog controller, Ape Escape sets a new standard with its ingenious and precise controls. The huge number of different weapons, moves and vehicles make this one of the most diverse platformers out there. The game does suffer from some slowdown and typical 3D camera issues, but it's otherwise excellent.

OPM Rating



Bugs Bunny Lost in Time

This is as close as you're likely to get to actually playing a Looney Tunes cartoon on the present hardware. The designers (who, surprisingly, were also responsible for the lackluster *Jersey Devil*) obviously put a lot of effort into reproducing the license faithfully; any fan of Looney Tunes will love it. Unfortunately, the game's too short for experienced gamers.

OPM Rating



Driver

It's a brilliant idea: Conduct any number of suspicious car-related activities in locations modeled after real-world cities. Throw in one of the most entertaining driving engines around and you've got a truly exceptional game. Sure, it's a bit unpolished, but you'll love it anyway.

OPM Rating



Ehrgeiz

Although the fast, furious, full 3D engine may not be for everyone, Ehrgeiz packs in enough extras—especially the huge Quest mode and the ability to play as characters from FFVII—to keep players coming back for more. It may not be the deepest fighter out there, but it's a blast to play.

OPM Rating



Dino Crisis

As you might expect, Dino Crisis bears a strong resemblance to Resident Evil, though there are a number of significant differences. Tougher enemies, more challenging puzzles and more exceptional graphics are the major points; the game also excels in story, music, and even voice acting.

OPM Rating



Jade Cocoon

The newest RPG effort from Crave features an excellent story, superb graphics and a well-done world design. The battle system, however, may simply be too tedious for most RPG fans, as it features Monster Rancher-like elements of creature training and tending. If you're into that sort of thing, Jade Cocoon is for you; others may want to rent first to see if they have the patience.

OPM Rating



Legacy of Kain: Soul Reaver

Graphically, Soul Reaver looks like it shouldn't even be possible on the PlayStation. Great textures, exceptional level design and brilliant character models and animation make this game a joy to look at. The gameplay isn't quite as superlative: Enemies are too sparse, and the great graphics bog the game down a bit. Still, it's a fantastic game overall.

OPM Rating



Lunar: Silver Star Story Complete

This reworked version of the classic Sega CD RPG puts most of today's "advanced" RPGs to shame with a great story, superb writing and an excellent battle system. Sure, the average graphics may look dated to those used to modern 32-Bit RPGs, but that's not why you play an RPG anyway,

is it? The game package even comes with a bunch of nifty extras. Lunar will remind you why you started playing RPGs in the first place.

OPM Rating

Madden NFL 2000

EA has managed to significantly improve the Madden engine so that it runs faster, cleaner and more smoothly. But it's in the area of AI and realism that Madden 2000 really stands above the competition. Truly, this is the best football game ever.

OPM Rating

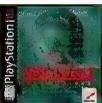
Metal Gear Solid VR Missions

If for some reason you didn't like MGS, this game won't convert you, but if you were, you'll love this puzzle-game take on the PlayStation classic. The game offers plenty of challenge throughout the 160 mini-levels, ranging from the cerebral to the reflex-oriented.

OPM Rating

NFL Blitz 2000

The main improvements with this sequel lie within the multiple layers of depth that have been added. The most significant feature is the four-player two-on-two competition, since the addition of a human teammate completely changes the game. Though the graphics aren't similarly enhanced,



recap pick of the month

Final Fantasy VIII

Somehow this game manages to exceed the incredibly high expectations set upon it, and stands far above the pack as the best PlayStation RPG so far. With an exciting, action-packed, and yes, touching plot, FFVIII delivers on the epic storytelling FF fans have come to expect. And that's just the beginning.

Graphically, Square has outdone themselves again. Everything from the mind-blowing FMV, to the improved character graphics and animations, to the so-good-you-won't-believe-they're-real-time spell effects, is among the best visuals you're likely to find on the PlayStation.

Sure, the game has some flaws. Drawing spells can get tedious, as can the long Guardian Force attacks, making combat more of a chore than it could have been otherwise. But even with its quirks, Final Fantasy VIII is a role-playing masterpiece.

OPM Rating



Review 295%
Square 48/50
Game 4.5/5

they're more than adequate. This is one pigskin title that's simply a blast to play.

OPM Rating

NFL GameDay 2000

If football games were judge solely on pizzazz, GameDay 2000 would be rated the best ever. The atmosphere is without peer, from the play-by-play to the television-style presentation. But the gameplay is not nearly as solid; the game is riddled with bugs, as well as enough inaccuracies and general silliness to drive any hardcore football fan mad. If you're a casual fan, though, you may find it more enjoyable than the more serious Madden 2000.

OPM Rating



NFL Xtreme 2

Though marginally better than last year's version Xtreme 2 still suffers from many of the same problems. With the game still trying unsuccessfully to balance GameDay-style realism with Blitz-style arcade fun, just about the only thing Xtreme excels at is annoying players with its overdone, forced, "trash talk" humor; messy, unintuitive playbook; and unpredictable, choppy animations.

OPM Rating



Pac-Man World

This is simply one of the best re-makes of a classic game yet. Namco takes Pac-Man into a full 3D world, and in the process creates an engaging platformer with a serious nostalgia factor. Many different game modes mix the classic gameplay with plenty of new elements, creating a game that's both fresh and familiar.

OPM Rating



R-Type Delta

This is the first game to truly challenge Einhänder's dominance of the shooter category on the PlayStation, and it does it well. At first you'll notice the beautiful graphics, but sit down with the game and you'll see that the intense, varied gameplay is the real gem here. Shooter fans, don't miss it.

OPM Rating



Sled Storm

EA manages to dig up an "extreme sport" that hasn't been done before on the PlayStation, and turn it into a solid, entertaining racer. Sled Storm comes packed with a ton of tracks, both "Open Mountain" and Snocross, and the Open Mountain courses are riddled with shortcuts and alternate routes, adding to the replay value. The game's a bit too easy to beat, but you'll have a great time getting there.

OPM Rating



Star Ocean The 2nd Story

This exceptional RPG is packed with options and extras that add incredible depth to the gameplay. The sweeping story is carried along by writing that is, sadly, only adequate in most areas. But the unusual battle system keeps the game moving along nicely, and the fine pre-rendered scenes are a joy to look at.

OPM Rating



Star Wars: Ep. I—TPM

For the most part, this game is barely above average. Though it follows the story from the film well, the control is stiff and occasionally frustrating, the graphics aren't exceptional and the gameplay is largely ho-hum.

OPM Rating



Street Fighter Alpha 3

This is without a doubt the best installment in the Street Fighter series. Remarkably faithful to the arcade version, the home edition also includes a World Tour Mode, which lets players tour the world to build up their favorite characters' abilities. To top it off, a ton of extras await the diligent player. All in all, for 2D PlayStation fighting this is as good as it gets.

OPM Rating



Syphon Filter

This game of high-tech espionage has drawn more than a few comparisons to Metal Gear Solid, but easily stands on its own merits. Although the game suffers from minor graphics and control issues, these pale in comparison with the imaginative level design and spectacular AI. A good bet for those seeking a cerebral action game.

OPM Rating



Triple Play 2000

EA Sports has finally managed to improve the frame-rate problems that plagued previous Triple Play titles, and has come up with this year's baseball game to beat. A revamped, simplified interface makes the game much more intuitive, and the more dramatic TV-style presentation adds plenty of ambience. Check it out.

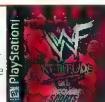
OPM Rating



WWF Attitude

A staggering 24 different match types are just the beginning for this brawler. The game oozes with options, from the ability to make your own Pay-Per-View event to the robust Create A Wrestler mode. The engine's a bit slow and occasionally buggy, but still quite solid and entertaining.

OPM Rating



Ratings at a Glance

Ace Combat 2

Activision Classics

Bloody Roar 2

Brave Fencer Musashi

Breath of Fire III

C: Contra Adventure

Civilization II

Contender

Crash: WARPED

Dead or Alive

FIFA 99

Final Fantasy VII

G.Darius

Gex 3

Gran Turismo

Guardian's Crusade

Hot Shots Golf

Judge Dredd

Kartia

Legend of Legaia

Metal Gear Solid

MLB 2000

Mortal Kombat 4

NBA Live 99

Need For Speed: HS

NFL GameDay 99

NHL 99

OW: Abe's Exoddus

Parasite Eve

Pitfall 3D

R4

Rogue Trip

Rollcage

SaGa Frontier

Silent Hill

Spyro the Dragon

Street Sk8er

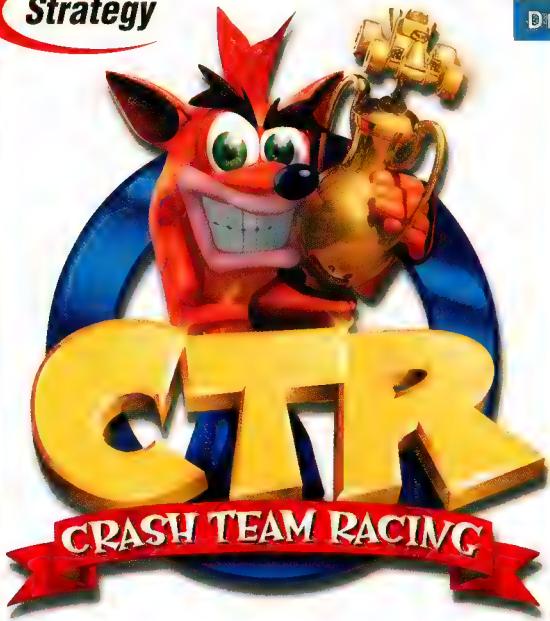
Tekken 3

Tomb Raider III

Twisted Metal III

WCW/nWo Thunder

Xenogears



DRIVING TIPS AND STRATEGIES

□ POWER-SLIDE:

Mastering the Power-Slide is the single most valuable technique in the game. Sharp turns can be taken much easier with a Power Slide, the trick however, is doing it well. During the initial slide you can boost your cart up to three times in a row. Power-Slide whenever you can for a quick speed boost, to cut off opponents and to make tough jumps. With some practice this will help shave crucial seconds from your lap times.



□ WUMPA FRUIT:

It's easy to become obsessed with obtaining new power-ups, but don't forget about Wumpa Fruit. Collecting 10 fruits will slightly increase your overall speed and "juice up" the power-ups you gather.

□ SHAKING TNT:

Nothing is more annoying than having a TNT Crate stuck to your head with the timer counting down. Quickly tap the jump button to lose the explosive box. Using your rear-view mirror to strategically shake the TNT onto an adversary can turn this power-up into an offensive weapon.

□ UNLOCKING MISSILE LOCK:

Once you have been targeted by a Tracking Missile, there are several possibilities to redirect it. Putting something between you and the missile will do just the trick. Using either a crate or beaker will cause the missile to lock onto the object you just dropped. Of course, the best thing to get between you and the missile is another racer. Tracking Missiles won't take sharp turns, so try to swerve behind the nearest corner to avoid getting blown off course.

□ SPEED PADS:

Speed Pads are scattered about each of the tracks and will send you into a Power Wheelie when you cross one. Keep the accelerator down to hold the wheelie. Releasing the accelerator or hitting jump will take you out of the wheelie.

□ JUMPS:

Getting a decent amount of hangtime when jumping hills or ramps will give you an additional boost of speed when you land. Jump just before the peak for maximum height.

□ FAST STARTS:

Get off to a fast start by revving up your engines as the race begins. The greater the rev point at the time the light turns green, the stronger the boost you'll get.

CHARACTER ATTRIBUTES



LIGHTWEIGHT:
The lightest of the racers, they excel in handling.
Crash/N. Gin



BALANCED:
The balanced racers are well-rounded in all areas.
Crash/N. Cortex



SPRINT:
Excellent acceleration is the advantage of sprint racers.
Pura the Tiger/Polar



HEAVYWEIGHT:
The heaviest racers can reach the greatest top speed.
Tiny/Dingodile



WEAPONS AND POWER-UPS



TURBO BOOST:
Gives you a temporary boost of speed.



BOWLING BOMB:
Rolling bomb which explodes upon impact.



TRACKING MISSILE:
Locks on to enemy and explodes on impact.



TNT CRATE:
Attaches to cart when hit and explodes after counting.



WARP ORB:
Seeks out the 1st place racer and wipes them out.



NITRO CLOCK:
All players spin out and the 1st place racer slows briefly.



POISON BEAKER:
Causes a spin-out when hit by a cart.



UKA UKA/AKU AKU:
Gives you invincibility and increases top speed.



MAP LOCATIONS



CTR LOCATION:
Each letter indicates the location of the "CTR."



STARTING LINE:
The starting point to any given course.

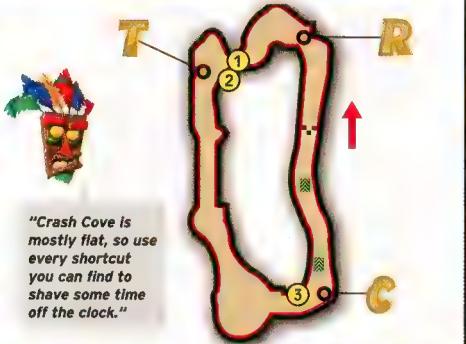


SPEED PAD:
Speed pad locations give you an extra boost.



TRACK DIRECTION:
Indicates the direction the race runs.

CRASH COVE



CRASH COVE TIPS

- 1 After rounding the first turn, jump the ramp into the water for a quick boost of speed.
- 2 Turn to the left and head for the slightly elevated area of grass. Just before you exit the water there will be a slight dip, allowing you to get airborne. This maneuver is essential in obtaining the "T" during the CTR Challenge.
- 3 Take advantage of this turn to use the Power-Slide to take you into a Power-Up and the Speed Pad.



ROO'S TUBES TIPS

1 This long, sustained curve has Power-Slide written all over it. Hit the Speed Pad in the process and you'll really be flying.

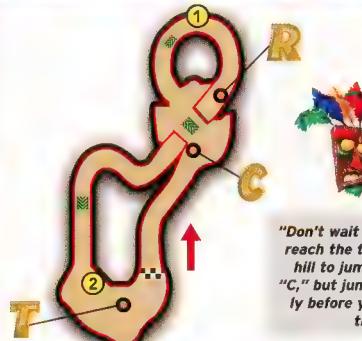
2 Just before you cross the finish line, you will enter an area with a large backbone over the track. You can go off-roading on the left side to shave some time. This is only effective if you have the Aku Aku or Uka Uka Mask at the time.



RIPPER ROO'S CHALLENGE

3 After you've obtained all of the Trophies from N. Sanity Beach, you will open up Ripper Roo's Challenge. Ripper Roo has an unlimited supply of TNT Crates to drop, which makes following him too closely ill advised. Slightly weaving from side to side should keep you from harm's way. Use Tracking Missiles to nail him and pull into the lead.

ROO'S TUBES



"Don't wait until you reach the top of the hill to jump for the 'C,' but jump slightly before you reach the peak."



SEWER SPEEDWAY TIPS

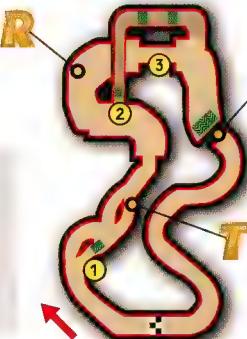
① Taking the two tunnels to the right is the fastest route. Not only will you get to hit the Speed Pad, but if you jump down to the right you will get an additional boost from the jump.

② There is an opening high up on the right side of the tunnel. Start on the left side of the tunnel, drop down into the sewer canal and use the side as a ramp to reach the opening. Using this route will knock a sizeable amount of time from your lap total. A Turbo Boost or Aku Aku Mask will make the jump more easily attainable.

③ During two stretches of the track you will encounter large, rolling barrels. Use the sides of the tunnel and good timing or you'll be momentarily flattened, slowing down your top speed.

④ Think of the sides of the sewer canal as a skateboarding half-pipe. Use them to get some air and give your racer a speed boost.

Sewer Speedway



"Be on the lookout for the large barrels rolling across the track. Avoid them or you'll soon be resembling a large pancake on wheels."



Mystery Caves



"Get big airtime on the Speed Pad jumps to maximize your speed boost."

MYSTERY CAVES TIPS

① As you round this turn, you will see a group of stalagmites. If you have a Turbo Boost or Aku Aku Mask, cut through the path between them to shave off some precious seconds. Without either of these Power-Ups, though, this path will only slow you down, so Power-Slide through the turn outside of the stalagmites as the alternative.

② There are numerous spots where you will encounter shallow puddles of water. The water will only slow you down, so use the backs of the turtles to catapult you forward. Time it so that you hit the turtle as its back is raised for the greatest boost.

③ Halfway around the track you will encounter a series of Speed Pads that take you past fiery lava balls which leap into your path. Of course timing is everything here. Use caution, or you'll be singed and lose valuable time.

④ Keep an eye open for the "T" during the CTR Challenge. It's strategically located behind a Power-Up Crate.

Dingo Canyon



"Dingo Canyon is home to a rather rambunctious species of rolling armadillo. Stay clear of them to avoid wiping out."



DINGO CANYON TIPS

- ① Just after the start of the race you will need to keep on your toes to avoid the armadillo rolling across the track.
- ② The base of the canyon part of the road is covered by water. Just before driving onto a patch of pavement, hit the jump button to get a little boost.
- ③ Toward the end of the course you will encounter two more of our armadillo friends. Swerve to get out of their way or they'll send you into a spinout.



TIGER TEMPLE TIPS

- ① When passing through the temple you will have to dodge fire-breathing statues. Keep your distance or you'll be well cooked.
- ② Just before you reach the Speed Pad in front of the ramp, you will see a face carved into the wall on the left. Using a Bowling Bomb on the wall will open a passageway, a great shortcut filled with Wumpa and Power-Up Crates. This route is the only way to reach the "R" during CTR Challenge play.
- ③ Tiger Temple is a bumpy course and you will want to use that to your advantage. Use the many hills to catch some air and boost your speed.



Tiger Temple



"Remember that jumping will give you a speed boost when you land. Hit the bumps to zip ahead of the competition to win the trophy."



Strategy

PAPU'S PYRAMID TIPS

① Jump the small gap on the left to reach the ledge and speed along without being pestered by other racers. Use the drop back down to the track to give you an additional boost.

② An Aku Aku Mask will let you cut the corner completely and land on the home stretch. You can also accomplish this by a perfectly timed Power-Slide with a triple boost.

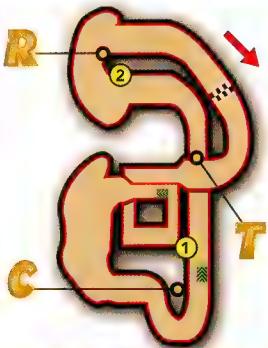


PAPU PAPU'S CHALLENGE

③ Papu Papu will toss Poison Beakers back at you throughout the race. Use the ledge pointed out in Tip #1 to briefly stay clear from his attack. Tracking Missiles are the most useful weapon to have equipped.



PAPU'S PYRAMID



"Stay off of the darkened area in front of the giant plants. Come too close and they'll gobble you up, causing you to lose a sizeable amount of time."

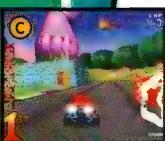
COCO PARK

COCO PARK TIPS

① This turn was made for Power-Sliding. Hit the boost at the right time to line up with the Speed Pad for some added get up and go.

② Here's another prime location for Power-Sliding. Try to slide right into that Speed Pad, then jump the small hill ahead for a nice combo of speed.

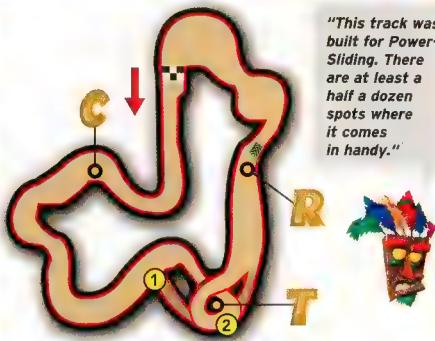
③ Work in the last Speed Pad after Power-Sliding through this turn.



"Coco Park is probably the most basic course of the game. Use the wide track to get the hang of the Power-Slide for that added boost."



Dragon Mines



"This track was built for Power-Sliding. There are at least a half a dozen spots where it comes in handy."



DRAGON MINES TIPS

① At the first set of mine cart tracks, you can take a right and head down them. The mine carts will continue to hammer you unless you have an Aku Aku Mask equipped.

② In my opinion, this upward spiral is one of the toughest turns to accomplish a triple-boost Power-Slide through. Start your slide early and on the right side of the track if you want to be successful.



KOMODO JOE'S CHALLENGE

③ Komodo Joe will send a barrage of TNT Crates your way throughout the race. These crates will explode upon impact, without the timer countdown. Do what you can to keep yourself on the opposite side of the track as him. Tracking Missiles are about the best thing to hammer him with to pull into the lead.

BLIZZARD BLUFF TIPS

① The turn just after the starting line is perfect to administer a Power-Slide, getting you off to a quick start. As you come around for the second and third laps, look for a small opening in the rocks on the left. This can save some time if you have a Speed Boost or an Aku Aku Mask. Don't bother with it otherwise or it will slow you down.

② Just after the second bluff there is a huge boulder rolling to and fro, creating a minor driving hazard. Picking up from the Speed Pad and quick maneuvering will keep you from being flattened.

③ As you hit the ice with the Power-Up Crates, turn your cart to the left. There is a shortcut between the rocks, but it's pretty tough to pull off. You will need to have an Aku Aku Mask and impeccable timing as well. To clear the river you will need to jump at the very last second, or you'll make a big splash. You will be basking in glory if you land on the other side, though, adding to your lead or significantly closing the gap.

BLIZZARD BLUFF

"The Blizzard Bluff track of is scattered with ice patches to slow you down. Try to jump out onto the ice as far as you can to save time."



Strategy

POLAR PASS TIPS

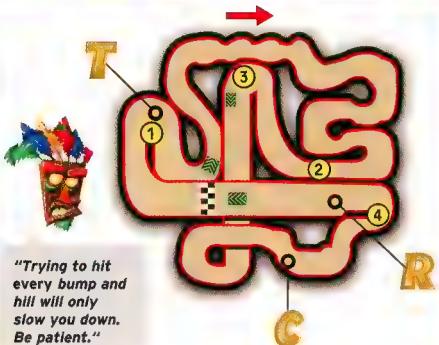
① Once again you will need to watch out for wildlife. Seals pace back and forth across the track in a couple of locations.

② There is a point in the course where you'll find a series of small islands fitted with Speed Pads. This area is a great opportunity to put some distance between you and the pack. The key is to hit all of the pads, but not fly off the edge when making the turn. Turn your cart a little early after the last Speed Pad and tap the brake if necessary to align yourself for the next jump. The stretch of track just after the Speed Pads is also important. Hit those hills well to receive some additional speed boosts.

③ Just after you pass the seals, you will head up a hill that runs straight into a wall (the track makes a sharp right turn). Time your jump right and you will clear the wall. Turn your cart to the left while in the air and you can land on the Speed Pad below.



Tiny Arena



TINY ARENA TIPS

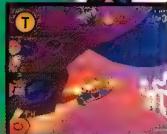
① Tiny Arena is one of the toughest courses to master. Filled to the brim with bumps and mud holes, you'll need to be experienced at Power-Sliding and jumping. Be sure to release the jump button and get your boost before hitting the next jump. Take this turn on the right side to safely clear the mud and Power-Slide through the next turn. This will take you right into a Speed Pad.

② Stay in the center of the track after rounding the corner to avoid landing in the mud lining the walls.

③ Start your Power-Slide early and on the right side of the track to end up in line with the Speed Pad. This will give you the maximum boost for the straight-away ahead.

④ The final turn for each lap is crucial. Start your Power-Slide early and on the left side of the track. The key is to be facing the jump and on an angle toward the outer wall. Nailing the next jump head-on will get you across the mud pit and set you up for the Speed Pad.

HOT AIR SKYWAY



"Power-Slide through those long, steady turns to keep up with the competition."



HOT AIR SKYWAY TIPS

① Power-Slide down the corkscrew to the Speed Pad at the base. You should be able to get in at least two triple-speed boosts.

② Jump off the right side of the Speed Pad at the base of the corkscrew. Veer slightly to the right and you will land on an extension, shaving some time off of your lap score.

③ Swing to the far right and slide hard for a smooth transition around this turn.



PINSTRIPE'S CHALLENGE

Pinstripe is tough. He blasts Bowling Bombs at you when you are behind him. Once you've finally gotten in front of him, make sure you hang on to a Tracking Missile or two in case he passes you.

CORTEX CASTLE TIPS

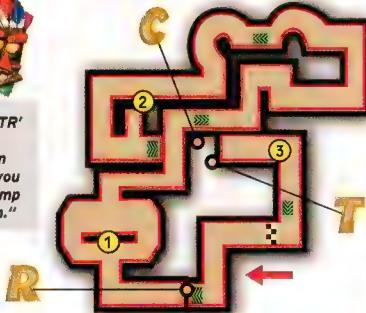
① Cortex Castle is composed mainly of sharp, right turns. Power-Sliding is essential if you expect to do well. Cut corners as tightly as possible for the best times. When faced with one of these sharp turns and being shot airborne, think of it as still being on the ground. Use the Power-Slide and the brake in the air so you can stay on course when you land.

② Just inside this tower is a track extension to the left. "Juice" up your racer, come in at an angle, and jump, turning just slightly to the left in the air. This will save you some time, but you'll rejoin the main track just after a group of Power-Up Crates.

③ Spiders are lurking in a number of locations throughout the castle, usually dropping down right in front of a crate. They're easily avoided and if you want the crates, wait for them to recoil to the ceiling.



"The 'CTR' letters are all in places you must jump to reach."



Strategy

N. GIN LABS TIPS

- 1 There is no way to avoid using this speed tube, but it is the perfect place to drop breakers and crates to slow down your pursuers.
- 2 In this large, open area, giant barrels will drop from above the far Speed Pad and roll toward you. Try to time it so you hit the first Speed Pad and then avoid the barrel, quickly swerving back to catch the second Speed Pad.
- 3 The stretch of track after the barrel room requires you to change direction mid-air to keep on path. After becoming familiar with this stretch, you should be able to zip through the end of the track.
- 4 The Speed Pad leading into the large room at the end of the course is the perfect spot to booby trap with TNT, Nitro or Poison Beakers. Everybody else will have to come through there and this will, at the very least, cause them to swerve and hopefully wipe out.

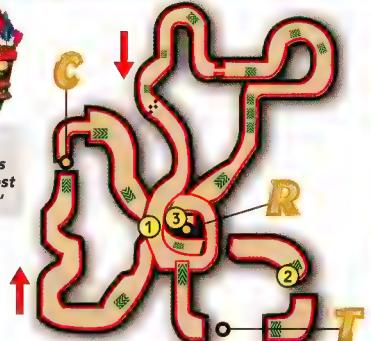
"Roll out the barrel... Watch out for those huge barrels falling!"



Oxide Station



"Oxide Station is the fastest there is."



OXIDE STATION TIPS

- 1 Although there are several Speed Pads along the way, be sure to Power-Slide through this curve to keep your speed up.
- 2 These giant jumps are made possible because of a lack of gravity. Use the extra amount of air time to land farther up the track.
- 3 This jump can be a little confusing the first couple of times. You will drop straight through the center of the looping track, picking it up at the bottom. Don't push too far to the right or you'll end up off the track.



NITROS OXIDE

The final race, Nitros Oxide throws everything he can find at you, completely littering the track with breakers and crates. Your reflexes will need to be very quick to defeat him...

Rampage Ruins

RAMPAGE RUINS STRATEGY

TIME TO COMPLETE - 1:25

Rampage Ruins is scattered with TNT boxes and crates holding Turbo Boosts. You don't actually need the boosts to reach any of the crystals, but they come in handy to speed you toward any you've missed as the clock winds down. There are a couple elusive crystals, including one in an underground room and one tucked between pillars on the outside ring.



Rocky Road

ROCKY ROAD STRATEGY

TIME TO COMPLETE - 1:15

The trick here is to divide the area up into sections. Make a couple of passes over the raised middle section. Then clear about half of the lowest area and then swing to the outside, heading the opposite direction. Once you are back at the point where you started clearing the lower section, use the same method to polish off the remaining crystals.



Skull Rock

SKULL ROCK STRATEGY

TIME TO COMPLETE - 1:23

For Skull Rock I used a lot of breaking to change directions, collecting everything that was nearby, rather than flying about at full throttle. Jump the wooden ramp in the center to grab the floating crystals and then collect all of the ones on the wooden walkway. Some of the easily missed crystals are under Skull Rock and behind a hill in one of the corners.



Nitro Court

NITRO COURT STRATEGY

TIME TO COMPLETE - 2:00

Nitro Court is filled with just that, Nitro (with some TNT thrown in for good measure). The Power-Up Crates will grant you Bowling Bombs to help clear the path to those tough-to-reach crystals. The approach that works best is to clear the middle and then collect all of the crystals in each ring, continuing until the final crystals remain on the outside.



SECRET CHARACTERS AND LEVELS

SECRET CHARACTERS

Collect four CTR Coins of the same color to open each of the Gem Cups. Beating the Red Gem gets you **Ripper Roo**, the Green Gem gets you **Papu Papu**, the Blue Gem gets you **Komodo Joe** and the Yellow Gem gets you **Pinstripe**.

Get all four Purple CTR Coins from the crystal levels and you will be able to access the Purple Gem Cup. Defeat it to open up **Fake Crash**.

Beating all of the times in Time Trial Mode will open **N. Trophy** as a playable character.

SECRET LEVELS

There are three hidden Battle Arenas that can be opened by defeating Arcade Mode Cups. Beat each one on Easy, Medium and Hard to open each one. This will give you seven different Battle Arenas to wreak havoc on!

Turbo Track is a track which can't be opened until you have all five gems. To get the gems, you must collect all of the CTR Coins.



Archive Tricks

Ape Escape

Save Your Life

After you fall off a cliff, press the Start button and then press Square to exit. Now you will go to the Time Station and begin at the level you left off at, with the same amount of lives you had before you fell off the cliff. Make sure you press the Start button before you fall too far!

Big Air

Courses, Special Races and Boards

All Courses

At the Main Menu Screen, quickly press Right, Left, Right, Left, Circle, Square, Circle, Square, then select any Freeride Mode.

Race against Shawn Palmer

At the Main Menu, quickly press Square(8). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Mike Beato

At the Main Menu, quickly press Square(6), Circle(2). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Nicola Thost

At the Main Menu, quickly press Square (7), Circle. Then, finish the first track in World Tour Mode in first place to race against her in the next race.

Race against Ian Spiro

At the Main Menu, quickly press Square(6), Circle, Square. Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Ross Powers

At the Main Menu, quickly press Square(5), Circle, Square(2). Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Race against Fabien Rohrer

At the Main Menu, quickly press Square(5), Circle, Square, Circle. Then, finish the first track in World Tour Mode in first place to race against him in the next race.

Big Air board

At the Main Menu, quickly press Right, Left, Right, Left, Square(3), Circle. Then at the Board Selection Screen, choose the Pitbull.

TDS board

At the Main Menu, quickly press Right, Left, Right, Left, Square(2), Circle(2). Then at the Board Selection Screen, choose the Pitbull.

Steve's board

At the Main Menu, quickly press Right, Left, Right, Left, Square(2), Circle(3). Then at the Board Selection Screen, choose the Pitbull.

Jimmy's board

At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle(3). Then at the Board Selection Screen, choose the Pitbull.

John's board

At the Main Menu, quickly press Right, Left, Right, Left, Circle, Square(3). Then at the Board Selection

Madden NFL 2000

Cheat Codes

Enter one of the following codes at the code entry screen to activate the corresponding cheat function:

20-yard first downs:

FIRSTT20

Super stiff arm:

SMACKDOWN

Super jump:

SPRONG

More injuries:

PAINFUL

More sacks:

QBINTHECLUB

More fumbles:

ROLLERGIRL

Easier interceptions:

PICKEDOFF

No interceptions:

EXPRESSBALL

Less penalties:

REFISBLIND

Big versus small players:

MINIME

Camera follows football:

VERTIGO

Antarctica stadium:

XMASGIFT

Dodge City stadium:

WILWEST

EA Sports stadium:

ITSTINTHEGAME

Tiburon stadium:

WEPUTITTHERE

Tiburon Bros. stadium:

BLUESCREEN

COTTONCANDY

Industrials team:

INTHETUTURE

Marshalls fantasy team:

COWBOYS

All-Madden team:

TEAMMADDEN

All '60s team:

MOJOBABY

All '70s team:

LOVEBEADS

1972 Steelers team:

DONTGOFOR2

1972 Raiders team:

GETMEDOCTOR

1976 Raiders team:

GAMMALIGHT

1976 Patriots team:

HACKCHEESE

1981 Dolphins team:

15MOREMIN

1981 Chargers team:

BUILDMONKEYS

1985 Dolphins team:

CHICKIN

1985 Bears team:

DOORNOB

1986 Browns team:

KAMEHAMEHA

1986 Broncos team:

BLUESCREEN



1988 49ers team:

CALMMESSALY

1988 Bengals team:

PTMOMINFOGET

1990 Giants team:

PROFSMOOTH

1990 Bills team:

SPOON

1995 Steelers team:

STEAMPUNK

1995 Colts team:

PREDATORS

1997 Packers team:

TUNDRA

1997 Broncos team:

EARTHPEOPLE

Sled Storm

New Sled and Player

Storm Sled: Enter the Options Screen, select the load/save option, and display the Password Screen. Then, enter Circle, Triangle, Square, R2, R2, L1, X, Triangle as a password to unlock the Storm Sled in single-race mode.

Play as Jackal: Enter the Options Screen, select the load/save option and display the Password Screen. Then, enter L2, L2, Circle, R2, Square, R1, L1, Triangle as a password.



Do you have a trick that you, and only you, know? Don't hold back—write us at:

Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

Sorry, we cannot respond to individual letters asking for codes or tricks.

Jade Cocoon: Story of Tamamayu

Free Mugworts

Start a new game and go through the entire introduction sequence until you get to Koris, the Blue Cocoon Master, in the Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend.



He will give you a free Mugwort to start with. Then you must disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!



Sports Car GT

Multiple Codes

Extra Money:

At the "Press Start" Screen, press Up, Left(2), Right, Down, Right, L1, Square.

All Cars Available:

At the "Press Start" Screen, press Up, Right, Left, Right, Down, Up, L1, R2.

All Tracks Open:

At the "Press Start" Screen, press Down(2), Left, Right, Up, Left, Circle, R2.



Bugs Bunny: Lost in Time

Access All Levels

At the "Era Selector" Screen, move to a level that has a question mark and takes a certain number of clocks to open. Now hold L2 + R1 and press X, Square, R2, L1, Circle, X, Square(3). All the stages will now be opened up!



Screen, choose the Pitbull.

Daniel's board

At the Main Menu, quickly press Right, Left, Right, Left, Circle, Square(2), Circle. Then at the Board Selection Screen, choose the Pitbull.

Fir board

At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle, Square(2), Circle. Then at the Board Selection Screen, choose the Pitbull.

Accolade board

At the Main Menu, quickly press Right, Left, Right, Left, Square, Circle(2), Square. Then at the Board Selection Screen, choose the Pitbull.

Croc 2

Cool Codes

Start Game with 9 Heartpots

On the Title Screen, hold down R1 and then press Left, Left, Down, Circle, Square, Square. You'll hear a confirmation sound.

Max Out Your Crystals

On the Title Screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like for a maximum of 9999!

Destrega

Alternate Costume

From the Main Menu, select One-Player Battle Mode. Defeat this mode with any character on any difficulty setting. When starting the next game, highlight the same character and hit R2. You will now see the character in his/her alternate costume.

Driver

Many Cheats

Go to the Main Menu /Title Screen and enter the tricks as shown. To activate the cheats, move right until you highlight the police car and then access the Cheats Menu.

Show Credits

At the Main Menu rapidly press L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1. The Credits option will now be unlocked in the Cheats Screen.

Invincibility

Press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1. The Invincibility option will now be unlocked in the Cheats Screen.

No Police Chases

At the Main Menu rapidly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2. The Immunity option will now be unlocked in the Cheats Screen.

Steer with Rear Wheels

At the Main Menu rapidly press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. The Rear Wheel option will now be unlocked in the Cheats Screen.

Small Cars

At the Main Menu rapidly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2. The Minis option will now be unlocked in the Cheats Screen.

Long Suspension

At the Main Menu rapidly press R2, L2, R1, R2, L2,

L1, R2, R2, L2, L2, L1, R2, R1. The Stilts option will now be unlocked in the Cheats Screen.

Flip Screen Upside Down

At the Main Menu rapidly press R2, R2, R1, L2, L1, R2, L2, R2, R2, L2, R2, L1. The Antipodean option will now be unlocked in the Cheats Screen.

Lunar: Silver Star Story Complete

Lords of Lunar Mini-Game

Insert the "Making Of Luna" disc. Then when the video sequence of the making of the game begins, press Up, Down, Left, Right, Triangle, Start. You will then be taken to a new Title Screen called, Lords Of Luna! You and one other player can battle against six computer players for a total of eight players. You can choose your character for the castle you defend, set up your options and more!

MLB 2000

Heavy Hitter

Go to the Create Player mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

R-Type Delta

Multiple Codes

Level Select

Use the bombs more than 10,000 times.

9 Credits

Gain over three hours of gameplay.

Free Play Mode

Gain over six hours of gameplay.

Power Armor

Beat the game in "Human" or higher difficulty setting, or by playing the game over 100 times.

Rushdown

All Tracks

Here's a code to unlock all of the tracks. On the Main Menu Screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade mode.

Syphon Filter

Cinema Code

When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is the fence and the elevator, on the left is an alley. Go down the alley and you should be in a street with flaming squadracs at the end. On the left side are three doors. Use the sniping mode to look up, and it should say THEATER above the right door. Go up to the door and pause the game. Keep MAP highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say "Got it" after you enter the code. When you press Start again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press Start to go back to the theater.

NFL GameDay 2000

Cheat Codes

Enter the Options Screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function:

Receivers catch better:

GLOVES

Super speed bursts:

JUICE

Super stiff arm:

PISTON

No penalties for home team:

HOME COOKING

Running back is juiced:

DAVIS

Hidden difficulty level:

GD CHALLENGE

Large players:

GOLIATH

Tall and thin players:

PENCILS

Tiny players:

FLEA CIRCUS



NFL Xtreme 2

New Fields and Strange Players

Lunar Field:

Enter "LUNAR FIELD" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Urban Field:

Enter "CITY SCAPE" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Big Head Mode:

Enter "BIGHEAD BOBBY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Flat Head mode:

Enter "COINHEAD COREY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Long Neck Mode:

Enter "GEORGE GIRAFFE" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Long Arms:

Enter "MONKEY MICKEY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.



Short Arms:

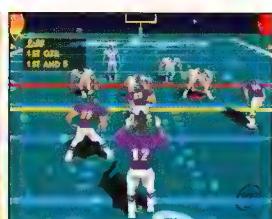
Enter "SHRIMPY SEAN" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Small Players:

Enter "TINY TOM" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Reversed Animations:

Enter "LAMEBOY LENNY" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.



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5G No question, this should be in your home
 4G Recommended, very cool
 3G Pretty good, check it out
 2G Below average
 1G Very lame



Classic Control

With the rise of joypads, and their near-perfection in the form of Sony's Dual Shock controller, arcade-like joysticks have fallen to the wayside. Still, certain genres practically call out for that classic style of control. Enter Blaze's *Pro Shock Arcade Joystick*—an iMac-influenced peripheral that's great for fighting, shooting and some classic games. Along with its sporty design, this joystick is quite sturdy, with responsive buttons and a few extras like turbo fire and a slow-motion function (which basically is a rapid toggling of the Pause button, and doesn't work that well for many games). It's also got an adequate shocking mechanism. The main problem, though, is that since the joystick isn't analog, it sometimes requires too much of a push in any given direction to trigger a movement, leading to the occasional missed turn or botched move.

Blaze \$34.99
www.blaze-gear.com



Wheel Deal

Seems like peripheral companies are always trying to reinvent the wheel when it comes to racing controllers. Case in point: this odd-looking *Pro Racing Grip* from Blaze. Built to resemble the classic controllers for RC cars, the Racing Grip is a nice idea—but why bother when the standard pad seems to work just fine? The Racing Grip is better-suited for kart-style games, as the learning curve for using this with a realistic racer is just too steep. Even worse, it's got a horrible rumble effect that can't be turned off. Not a bad controller by any means, but not a very practical one either.

Blaze \$29.99
www.blaze-gear.com





Hot Licks

You can imagine the fights in the office when this item came in. You see, Sony, in their infinite wisdom, saw fit to send us *only* one of these electric guitars as a little promotion for UmJammer Lammy. We can't really blame them, though, as Sony actually had to buy these guitars in Japan for roughly \$300 so they could send them to a handful of top editors of gaming magazines. Meanwhile, those lucky Japanese can purchase these customized self-amplified Fernandes guitars at any time for 36,000 yen. It just ain't fair.

Hard to Handle

Canada-based peripheral maker Guillemot has entered the race to build a better Dual Shock with two new offerings, the **Shock² Analog Controller** and the **Shock² Wireless Controller**. Unfortunately, both of these controllers are so big and beefy that they're likely to feel cumbersome in most gamers' hands, and the shoulder buttons are oddly shaped and difficult to reach. Also, the shocking mechanism seems to have only two settings: on (and jarringly powerful) or off. On the plus side, the D-pad is far superior to the one on the standard Dual Shock, and the rubberized texture of the controller is quite pleasing. Extra points go to the Wireless Controller for incorporating a top-notch infrared sensor, allowing for almost 30 feet of distance.

Guillemot (analog controller) \$17.99
(wireless controller) \$29.99
www.guillemot.com



Grandia

Town Controls

-  Talk/Enter commands
-  Zoom out
-  Zoom camera
-  Commands (Items, Equip, Magic, Moves, Status)
-  Rotate Camera
-  Toggle Compass
-  Rotate Camera
-  Toggle Compass

Battle Controls

-  Enter commands
-  Cancel "Tactics"
-  "Look" command
-  "Tactics - Play Fair" command
-  Switch HP display to SP
-  Switch HP display to SP
-  Switch HP display to MP

What is it?

When PlayStation owners had Final Fantasy VII, Saturn owners had Grandia. Unfortunately, the Saturn version never made it to United States, so English-speaking RPG fans had little choice but to wonder about what could have been. Two years later, a PS port is on its way to the States courtesy of Game Arts and Sony. Will the game live up to its reputation?

Players	1	Developer	Game Arts
Availability	October	Publisher	Sony CEA
Analog Compatible	Yes	Genre	RPG



What to expect in the full game:

Fully 3D environments, innovative active-time battle system; unique combo- and level-based magic and skill system; over 200 enemies, 200 weapons, 200 items; over 80 spells and attack moves; two discs filled with epic story, animated sequences, likable characters and varied music.

Our advice:

Start by watching the pretty movies in the "Movie" mode. Don't worry, there's nothing there anyone would consider a spoiler. Neat, eh? OK, now you're ready to begin the actual game. Start with the "Town" mode. The demo starts with a



family style dinner with your mother and friend Sue. Select people at the table to speak with them; select Justin to end the conversation. The next morning, you and Sue set out to explore the town. Enter all the buildings, talk to all the people (multiple times), and explore every nook and cranny the village has to offer. Grandia's greatest strength is its excellent level design

and architecture, so take time to appreciate the city's layout. Once you're through exploring, head to the harbor via "Port Road" and talk to the loiterers. One will tell you about the infamous Steamer Pass.

Head to the café (tucked away behind the fence) and talk to the owner. Return to the harbor and talk to the boy who complains of kitchen work. Return to the café and talk to the proprietor again. The game cuts to a brief interlude that refers to events before the demo's scope (Justin and Sue ran into these military types while exploring the ruins). That evening, head to the café and talk to the regulars about Java. Eventually, the proprietor remembers that she has the old coot's wallet! Get the wallet and the "Town" demo comes to an end.

The "Battle" mode is an excursion through enemy-infested hillsides. "Combo" hits multiple enemies for decent damage, while "Critical" is a focused, powerful strike against a single foe. For the purposes of this demo, you should almost always choose "Combo." Use L1 and R1 on the "Moves/Abilities" screen to access a character's entire arsenal. Use items to

heal between battles, and make your way through the environment. Be sure to use the Dungeon viewing devices (swirling circles) to get your whereabouts and pinpoint in what direction you should be heading. At the end of the demo, a fantastic sight awaits you: the End of the World.

Did you try:

Examining the fountain outside your home or the railing at the port? Both give you a breathtaking bird's-eye view of the environment.

OPM psychic sez:

The environments and battle system are top-notch. But those voices! Only slightly worse-for-wear after its port to the PS, Grandia is still a worthwhile RPG experience.



Legacy of Kain: Soul Reaver

Players 1 Developer Crystal Dynamics
 Availability Now Publisher Eidos
 Analog Compatible Yes Genre Adventure

- Jump/Glide/Swim
- Devour Soul
- Attack/Action
- △ Impale/Grapple/Throw Projectile
- Crouch
- Rotate Camera Left
- Sneak/Auto-face Enemy
- Rotate Camera Right



Vampire Combat

Enemy vampires can only be destroyed by impalement or immersion in fire, water, or sunlight. Be sure to look around before battle to find the appropriate killing feature, such as a bonfire or wall spike.



What is it?

Imagine *Zelda 64* with gothic vampires instead of cutsey elves. Add moody voice acting and stunning architecture, and you have the new standard in PS adventure games.



What to expect in the final:

Continuous environment of Nosgoth streamed off the disc in real-time; gothic 3D architecture; 100 in-game cinematic sequences with voiceovers; real-time shifting between Material and Spectral Realms; Metroid-style modular power-up system unlocks new abilities and areas; lots of puzzles; LOTS of block puzzles; lots MORE block puzzles, etc.



hallway to the door. Open the door to enter the fire room. Toss the torch across the chasm with the Triangle key so that it lands near the fire. Now, jump down onto the floor and shift to the Spectral Realm. The columns' heights shift to form a makeshift spiral staircase to the fire. Shift back to the Material Plane, pick up the torch and light it.

Now, take the lit torch back to the starting room. Proceed through the now-open metal gate and continue straight to reach the statue. Light the altar in his hands and pick up the Fire Glyph. Select the Fire Glyph from the Glyph menu and cast the spell to end the demo.

OPM psychic sez:

If it looks like a quality game, and it plays like a quality game, then it must be a duck. I mean, a quality game. Eerie atmosphere and solid game mechanics make *Soul Reaver* a marquee PS title.



Our advice:

Begin by taking the wooden door found off the circular starting room. Climb the sloping hallway to the room and dispatch the two enemies. Hit enemies until they're stunned, then impale them with a nearby pike and devour their soul. Turn the crank on the wall to open the door, and then quickly shift to the Spectral Realm (press the select button). Travel through the door in the Spectral Realm, then shift back to the Material Realm. (Note: you can only shift to the Material Realm when your health coil is full, so you may have to devour some stray souls).

Float down and turn the crank to open the large, metal gate. Go through the gate to return to the starting room. Dive down into the pool and take one of the torches. Jump out of the pool and head down the sloping



Killer Loop

- Use Magnet
- Decelerate
- Accelerate
- Change view
- L1 Slide Left
- L2 Not Used
- R1 Slide Right
- R2 Use offensive/defensive power-up



Magnet Magic

If the track's incline is causing you to decelerate, slap your hammy little finger down on the Magnet key to overcome the evil effects of gravity. Be sure to release it when hitting a downward incline, though, so you can use gravity to accelerate.

What is it?

A futuristic hovercraft racer with pounding techno music and highly stylized European sensibilities. No, not that racer; this game is Killer Loop. And obvious comparisons to other titles aside, it's a pretty slick package.

What to expect in the final:

Four racing leagues; assorted "tripod" racing vehicles; 3D spline-based tracks; insane Escher-esque environments; real-world physics engine; high-resolution 30 fps engine; secret shortcuts; magnetic wall-climbing action

Our advice:

Mess around with the snazzy interface before you start the game. You can't change anything in the demo, but the interface sure looks cool. Racing against opponents is the first option. Hit the light vortexes to get a speed boost and recharge your magnet; hit the colored tetrahedrons to pick up offensive and defensive power-ups.



Use L1 and R1 to powerslide

around turns, per standard racing procedure. When you come to the tunnels, activate your magnet and start climbing the walls—and ceiling! Use the magnet to corkscrew around the cylindrical tunnels, hit the light vortexes, and keep your momentum going.

If you miss a vortex, you'll fall off the wall/ceiling, so be certain to hit them all. Master the magnet, and memorize the course in all three dimensions. Then, and only then, will you succeed.

As for the Time Trial, well, have fun racing to your heart's content. The good folks who made the demo knew they'd love Time Trial so much that they didn't give you a way to quit out of it. So practice, practice, practice, till you PlayStation overheat!

Evolution of the Tripod

Killer Loop's Tripods are one of the more unique vehicle designs to come along in quite a while. OPM looks at some possible inspirations for these crafts:

TRICYCLES - Racing appeals to a person's most primary needs and urges, so what better way to satisfy these wants than by replicating the shape of the child's first racer; the vehicle archetype implanted in each and every boy's brain? I am referring, of course, to the tricycle. The lack of colored streamers attached to the Tripod's edges tends to discredit this theory.

CATAMARAN - This double-hulled sailboat is designed to improve stability and balance. Of course, when you're travelling on the ceiling at 600 kph, stability and balance seem like moot points. But every little bit counts.

THREE-LEGGED HORSE - Unlike, as three-legged horses can't race worth crap.

FLYING CARS - In the end, the most obvious inspiration for the Tripod vehicles are the flying cars that you and I drive each and every day. Wait, what do you mean, "cars don't fly"?





40 Winks

Players	1-2	Developer	Euromedia
Availability	Q4 1999	Publisher	GT Interactive
Analog Compatible	Yes	Genre	Action

- Jump
- Long Range Attack
- Close Range Attack
- △ First Person Look Around
- L1 Rotate Camera
- L2 Not Used
- R1 Rotate Camera
- R2 Not Used

What is it?

A children's platformer set in the world of dreams.

What to expect in the final:

Six worlds to explore (Atlantis, castle, haunted house, pirate, alien planet and prehistoric); mini-games in each world; costumes such as ninja, monster, superhero, robot and more; 40 "winks" to rescue; two-player cooperative mode with Ruff and Tumble.

**Our advice:**

Z's are your energy, moons are your special attack power, and cogs help you open doors and passageways. Take special care to pick up each and every cog.



Start the level by searching for the first Wink. He's in a chest under an alcove by the staircase. Once you've freed the Wink, return down the hallway to the jack-in-

the-box with a yin-yang symbol on the side. Jump when the box is open to be sucked inside; emerge as a stealthy ninja. Climb the stairs above where you found the first Wink and crush the yin-yang switch. Proceed through the door. Collect cogs to open the 30-cog door at the bottom of the staircase.

Continue through the level (collecting cogs) until you can take the 40-cog elevator. Proceed to the square elevator in the middle of the pool. Rescue the Wink at the pool and teleport out of the level.

Did you try:

Collecting all the yin-yang symbols?

OPM psychic sez:

The demo level feels rather empty, but the full game promises a variety of intriguing features. Hopefully the extra "outfits," worlds and mini-games will make the game more exciting for younger players.

**Foes of Forty Winks**

In Forty Winks, you'll encounter a variety of nasty foes. Rather than relying on your short-range attacks, which will cost valuable Z's, use the jump in conjunction with the long-range attack button to "butt-crush" foes, or dash and slap the short-range attack button to slide them. The butt-crush will take out those pesky spiders, and the bash will slow the zombies down. Sneaking around and circling will also help you sleep easier.

worth the wait.



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NFL Blitz 2000

Players	1-4	Developer
Availability	Now	Publisher
Analog Compatible	Yes	Genre

- Pass/Change Defender
- Pass/Change Defender
- Jump/Tackle
- Jump/Tackle
- Turbo/Change Play Book
- Blitz Passing/Change Def.
- Turbo/Change Play Book
- Audible (hold + press Left/right directional buttons

What is it?

When it comes to extreme football, there can be only one—and that one is Midway's NFL Blitz. Blitz 2000 has even fewer rules and referees than the original! On the other hand, it has a hell of a lot more options.

What to expect in the final:

Note: the full game's audio commentary is missing from the demo due to memory limitations. Four-player mode; Blitz (icon-based) passing; offensive/defensive audibles; create-a-play feature; new stadiums and fields; on-fire mode; custom playbooks; multiplayer tournaments; secret players, "heads," and play modes.

Our advice:

Unlike the original Blitz, Blitz 2000's "push" move doesn't stop your players. This makes for a more aggressive game, as you can blitzkrieg



down the field non-stop. Take advantage of the expanded playbook to spice up your game; try to keep the computer AI wondering what you'll dig up next. Pass early and pass often to keep your opponent guessing: who has the ball? But be careful when passing, as this year's AI is far more prone to intercept. Keep the Turbo juices flowing and stomp all over the competition. Keep on stompin' it and your players catch "on fire"—unlimited Turbo power!

OPM psychic sez:

Both longtime fans and "extreme football" newcomers are sure to be pleased with the latest addition to the Blitz franchise.

Greatest Hits Crash Bandicoot: WARPED

Players	1	Developer
Availability	Now	Publisher
Analog Controller	Yes	Genre

- Jump
- Charge
- Charge
- Inventory
- Not Used
- Not Used
- Charge
- Not Used

What is it?

Crash Bandicoot 3, recently indoctrinated into Sony's budget-priced Greatest Hits program

What to expect in the final:

There's 30 platforming levels; vehicle-based motorcycle, biplane, and ski levels; new special moves; seamless graphics and music

Our advice:

Dash with Coco and her tiger through



the level, dodging obstacles and leaping pits. Memorize the positions of the various creatures that block your path.

Once you've internalized the level's layout, try again, taking special care to hit all the boxes. Charge and jump to hit some of the higher, floating boxes. Collect your just reward.

OPM psychic sez:

The third Crash title is a more-than-solid platformer, and at the Greatest Hits price, who can go wrong?

Greatest Hits Cool Boarders 3

Players	1-4	Developer
Availability	Now	Publisher
Analog Controller	Yes	Genre

- Jump/Generate Forward Movement
- Not Used
- Hard Turn
- Rail Slide
- Punch Left
- Slow Down
- Punch Right
- Switch to/from Fakie

What is it?

The third Cool Boarders title has found its way to Sony's Greatest Hits line. Downhill snowboarding at its not-quite-finest.

What to expect in the final:

There's 30 tracks on five mountains; six events per mountain: big air, boardercross, downhill, halfpipe, slalom and slopestyle; 23 authentic snowboards; 20 snowboarders; two-player split-screen racing; tons of tricks

Our advice:

Crouch and steer your board down the mountain,

catching air whenever possible and unleashing mad tricks. Punching is awkwardly implemented, so it's usually easier to just blow by your competition.

OPM psychic sez:

Cool Boarders 2 has been in the Greatest Hits line for a while; while not as graphically rich, it plays a lot more smoothly. You may want to start with CB2 instead of this one.





Fear Effect



What is it?

Anime-styled, Blade Runner-noir adventure game—with a twist.

Why should I care?

Because of the twist. Instead of a standard "health meter," your team of three mercenaries has a "fear meter." Stay alert, stay shooting. Calm means death; only

Players Availability	1	Developer Publisher	Kronos
Analog Controller	Q1 2000	Yes	Eidos

Adventure

by constantly moving and staying frightened can you survive. The neo-Hong Kong setting is atmospheric, and the cel-animation look combined with looping FMV backgrounds, is certainly distinctive.

OPM video critic sez:

A unique look and a promising gameplay twist add up to an adventure worth watching. Thumbs up.

SuperCross Circuit



What is it?

Authentic dirt bike action.

Why should I care?

There's 16 professional riders, 25 Super Cross and MotoCross tracks, "local" tracks, track editor, realistic "MotoPhysics," realistic wear and tear on tracks. The developers of Cool Boarders 3 have been working

Players Availability	1-2	Developer Publisher	Idol Minds
Analog Controller	Q4 1999	Yes	989 Sports

Sports

overtime to add a wealth of realistic motocross features to this game.

OPM video critic sez:

Dirt bikes are cool again, and everyone's racing to get their title out first. The movie gives the appearance of depth and options; hopefully the gameplay will match. Thumbs up.

Demolition Racer



What is it?

Lots of cars go boom.

Why should I care?

Pitbull Syndicate has some of the core team members from Demolition Derby 1 and 2, so they know their exploding cars. Real-time car damage, eight cars and 20 tracks and

Players Availability	1	Developer Publisher	Pitbull Syndicate
Analog Controller	Now	Yes	Electronic Arts

Action

destructible objects make this smak-'em-up fun.

OPM video critic sez:

Awesome video; the grainy, '50s-style introduction really makes it. And when the game footage kicks in, you know you're in for something fast, furious and explosive. Thumbs up.

Kingsley's Quest



What is it?

A cute mascot platformer with a medieval twist.

Why should I care?

There've been hedgehogs and acrobats, bobcats and wombats, even bandicoots and echidnas. But there's never been a platformer starring a fox before. Well,

Players Availability	1	Developer Publisher	Psynopsis
Analog Controller	Q4 1999	Yes	Action

Psynopsis

except for Titus the Fox. But Kingsley is cute nonetheless, with his little suit of armor, sword and smile that is.

OPM video critic sez:

The game itself looks decent enough, but it's hard to get excited about Yet Another Mascot Platformer. Undecided.

G-Police: Weapons of Justice



What is it?

A much-expanded sequel to Psynopsis' moody, futuristic police simulation.

Why should I care?

The original's draw-in and pop-up problems have been solved via a wireframe "echolocation" system. There's

Players Availability	1	Developer Publisher	Psynopsis
Analog Controller	Q4 1999	Yes	Action

Psynopsis

also three new vehicles: in addition to the first game's 'copters. Add improved enemy AI and ground-based support forces and you have a winner.

OPM video critic sez:

One good game deserves another, Psynopsis appears set to deliver just that with the sequel. Thumbs up.

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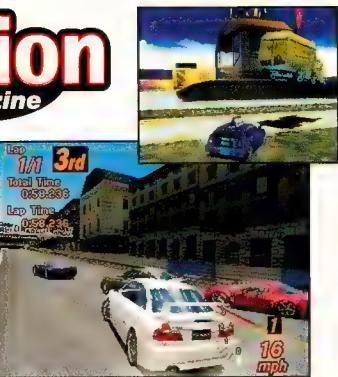
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Official U.S. PlayStation Magazine

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With the new millennium rapidly approaching, we look ahead to the future of computer entertainment with the most massive blowout coverage of the PlayStation2. We've got everything you want to know, and more, on how the system will revolutionize gaming and entertainment in general. But there's still plenty of life in the current PlayStation. We'll put *Dune 2000*, *NBA Live 2000* (now with Michael Jordan) and *Tomorrow Never Dies* to the test, and provide you with a hands-on preview of *Twisted Metal 4*. And don't miss our playable demo of *Gran Turismo* 2!



Check Out Our Next Demo Disc!

PLAYABLES: *GRAN TURISMO 2*, *THRASHER: SKATE AND DESTROY*, *COOL BOARDERS 4*, *TEST DRIVE: OFF-ROAD 3*, *MADDEN NFL 2000*, *DEMOLITION RACER*, *NCAA GAMEBREAKER 2000*, *NFL GAME DAY 2000*

NON-PLAYABLES: *MTV SPORTS: SNOWBOARDING*, *TWISTED METAL 4*, *NCAA FINAL FOUR 2000*

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ELECTRONIC GAMING MONTHLY



What is it with Pokémania? We look at the Pokéman phenomenon and preview the next two games (Gold and Silver), the TV show, the upcoming movie (starring Mew and his kick-ass cousin Mewtwo)—plus all the merchandise that drives kids wild. Just what is it that makes it so popular? • Also in this issue: • Full PlayStation2 coverage. • Tons of previews to get you ready for the big holiday season. • More info on Rare's big games for Christmas...plus we review Jet Force Gemini. • "Scoop" Johnston brings you news from around the world. • Reviews: Every new release reviewed. • Tons of Tricks...more Dreamcast and Game Boy codes, plus the latest N64 and PS codes. • Reader Reviews.

EXPERT GAMER

Enter the role-players' realm in next month's *Expert Gamer*, as we feature full-blown strategies for Final Fantasy V and VI, as well as Suikoden II (we show you how to get all 108 characters!). We also continue our Soul Calibur coverage with moves and strategies for the six secret characters. You'll be at your fighting best with XG in your corner. Turkey season means football season, and we've got a healthy serving of Blitz 2000 strategy and codes for the Dreamcast.



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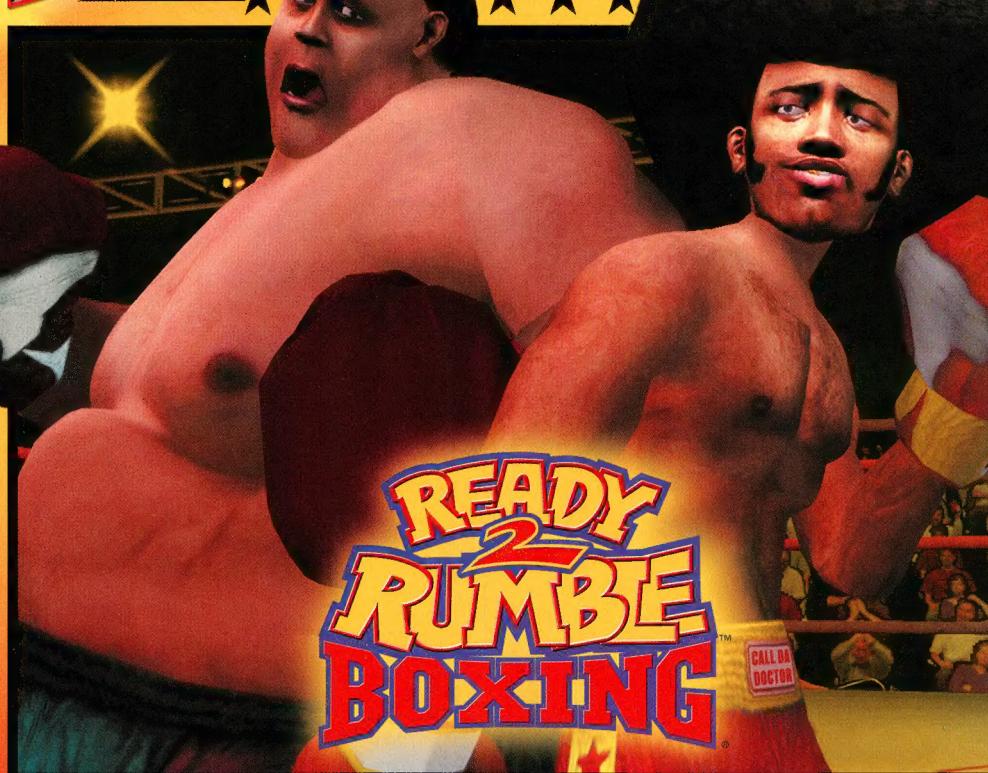
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16 TOTALLY WHACKED FIGHTERS

LET'S GET REAL



READY 2 RUMBLE BOXING

CALL
DOCTOR

SALUATUA

STALKED BY HARPOON-TOTING WHALERS

vs.

AFRO THUNDER

THE BIGGER THE 'EBO, THE HARDER THEY FALL

¹⁰ Barry R. Buzan, *Boiling Point? Managing the Nuclear Crisis of Michael Gorbachev and the Regime in Russia* (London, 1990); see also *Barry R. Buzan, Michael Gorbachev and the Regime in Russia* (London, 1990).

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 MIDWAY

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MIDWAY

MIDWAY



MIDWAY



MIDWAY



MIDWAY



MIDWAY

READY TO GET DOWN & GET IT ON.

DY TO RUMBLE



TANK
THRASHER vs. **BROWN**
HIS WHUPPIN' COMES CHICKEN-FRIED



BUTCHER
BROWN
HIS MEAT COMES FRESH FROM THE RING

IN-GAME ANNOUNCEMENT BY ★ MICHAEL BUFFER ★, THE VOICE OF CHAMPIONS™



BORIS
KNOKIMOV vs. **RIVERA**
PLAYING DEAD IS YOUR ONLY CHANCE OF SURVIVAL



ANGEL "RAGING"
RIVERA
NOT ALL ANGELS COME FROM HEAVEN

HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT • "RUMBLE POWER" UNLEASHES EXTREME MOVES



JET "IRON"
CHIN
YOU WILL CRUMBLE LIKE A FORTUNE COOKIE

SELENE
STRIKE
YOU WISH YOU COULD FIGHT LIKE A GIRL



AN ARSENAL OF TAUNTS AND VERBAL ASSAULTS • LOW BLOWS, LUNGING HOOKS, OVERHEAD PUNCHES AND MORE



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Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite



Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.



Breakthrough SUSPENSE/ACTION ADVENTURE game. Beyond your realm of fear. Beyond any 3rd person game created.



MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.



NON-INTERRUPTED GAMEPLAY for more intense action and debilitating power. Comes in handy for the THREE RUTHLESS MERCENARIES whose destinies you control.

fear effect

It can recognize your fear. Can you?



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